100% SNES

THIS ISSUE: Free Game Boy Supplement ● Street Fighter II sequel ● Take a spin in Taz-Mania ● The Lost Vikings: best puzzler ever? ● Meet The Crash Dummies ● StarWing stripped!

New!

SNES FORCE

The bitch is back...

ALIEN³

The full official review
Complete maps
Exclusive Sigourney interview



Mega Mario special!

New Mario game plus the movie

Zelda CD exclusive!

First look at two new Zelda games

Win an Alien!

Plus over £4,000 of brilliant prizes

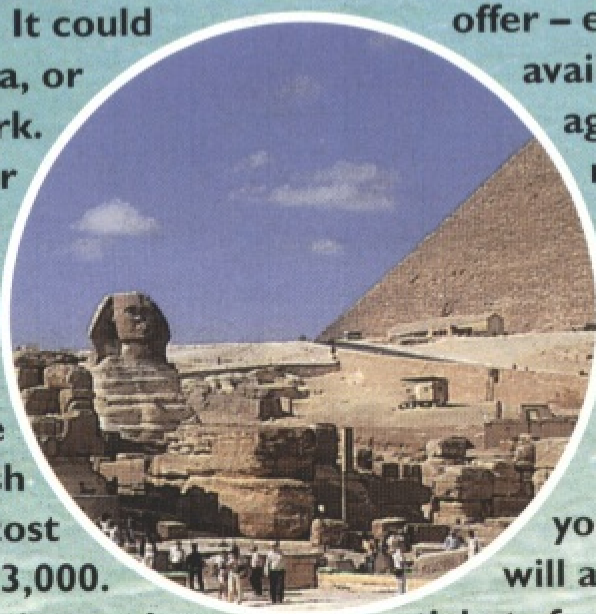


impact MAGAZINES
9 770969 507001 07
£2.25 NO.1
JULY 1993
PRINTED IN THE UK EXPORT £1.95 STERLING
CREATING 90s READING

WIN A DREA

...anywhere

Later this year one of our readers will be invited to go on a holiday of a lifetime – to just about anywhere in the world. It could see you basking in the Bahamas, or cruising in the Caribbean. It could be ambling around Australia, or night-clubbing in New York. Even trekking in Tibet, or pottering around the Pyramids. Literally, the world is your oyster ! It could be a holiday for one. Or for a whole family. Just as you wish – providing the total cost comes to no more than £3,000.



How do you go about winning such a fantastic invitation? Simply by completing the coupon opposite and handing it in to your newsagent. He will then enter it for this unique competition, in time for the draw which will take place on July 12.

If you win you will be asked to select the holiday of your choice from any you see on offer – either nationally advertised or available from your local travel agent. There will be absolutely no restriction on the location, or the company you choose to provide the holiday.

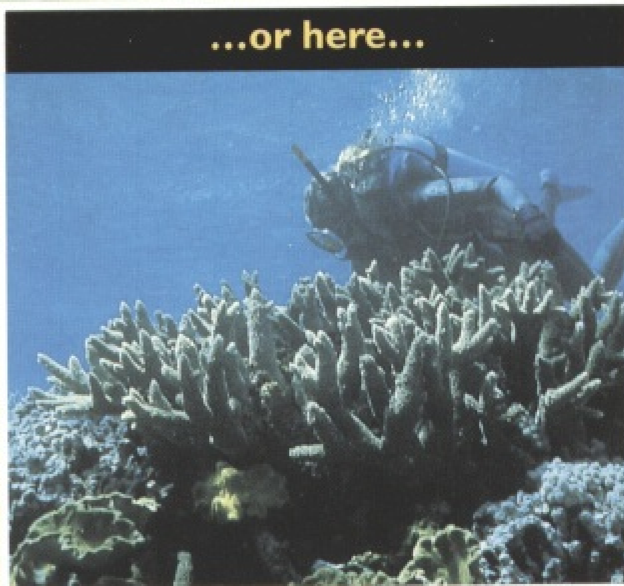
It will be entirely up to you to decide which is the right holiday to suit your tastes.

And that's not all. As a thank you to your own newsagent, we will also be sending him two free tickets for a fabulous holiday in Paris, staying at a top hotel, going on a grand sightseeing tour and taking in a spectacular show at an exotic night club!

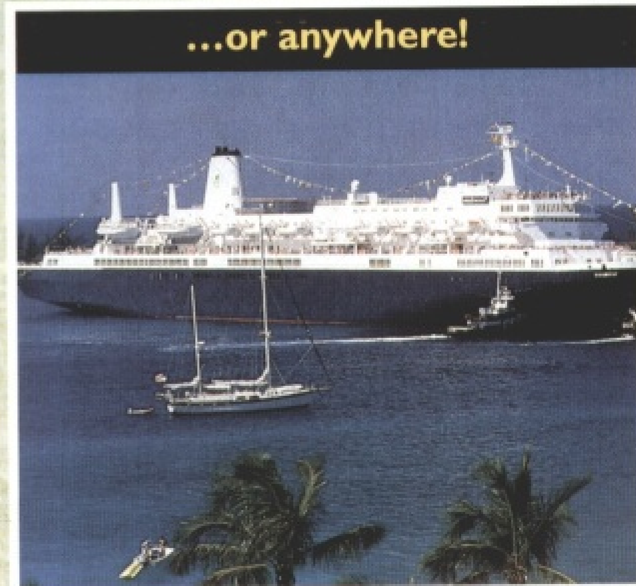
£3,000 could take you here...



...or here...



...or anywhere!



AM HOLIDAY
in the world!

WHICH MAGAZINE FOR YOU?

ACORN – One of Britain's longest-running computer magazines, *Acorn Computing* (£2.95) is the pre-eminent choice for users of the Archimedes and BBC Micro.

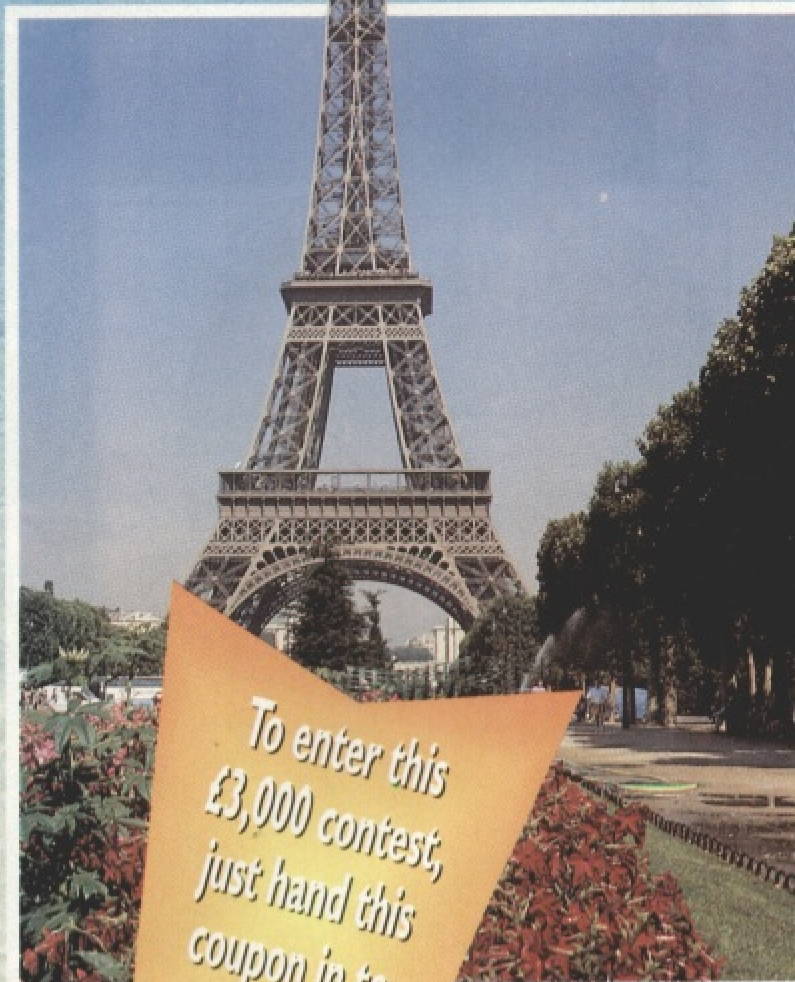
COMMODORE – Three magazines serve the dedicated Amiga fraternity. For games players there is *Amiga Action* (£3.95) and *Amiga Force* (£1.95), while *Amiga Computing* (£2.99) covers every aspect of this versatile machine. Owners of the C64 will find all they need in *Commodore Force* (£2.95).

ATARI – For the Atari ST enthusiast there are three magazines – *ST Action* (£3.95) for gamers, with *Atari ST User* (£.3.40) and *Atari ST Review* (£3.50) satisfying the more general ST owner.

NINTENDO – The whole of the ever-expanding Nintendo scene is covered by *N-Force* (£.1.95), while dedicated fans of the Super NES have *Super Action* (99p) and for Game Boy freaks there's *GB Action* (99p).

PC – Most dynamic newcomer on the PC magazine scene is *PC Home* (£3.95), covering both business and leisure interests. *PC Today* (£3.95) is devoted to supplying practical solutions for the small businessman.

SEGA – All the Sega games machines have their champion in *Sega Force* (£1.95), with *Mega Action* (99p) serving the needs of Mega Drive owners *(to be launched on May 20)*.



To enter this £3,000 contest, just hand this coupon in to your newsagent

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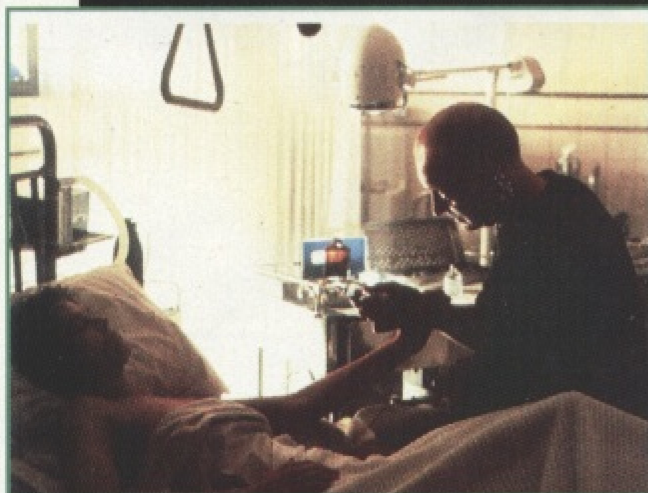
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- ❒ Commodore Force
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- ❒ N-Force
- ❒ Sega Force
- ❒ ST Action
- ❒ ST Review
- ❒ Super Action
- ❒ PC Today
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europress GROUP OF COMPANIES

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ALIEN³ SPECIAL





12 pages of Alien³ starts on 26...

bitch!

Oliver Frey

Contents

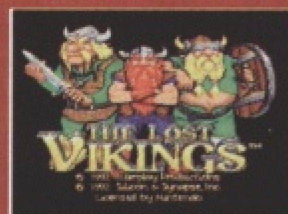
The Guide



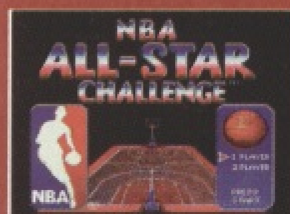


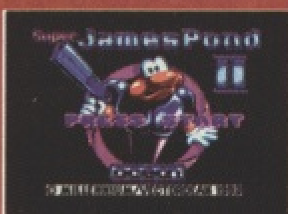
reviewed in full



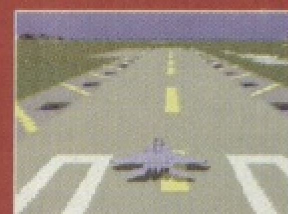












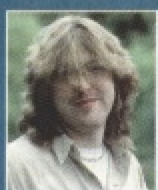
• You will probably have noticed that we feature fewer reviews than any other SNES magazine. Turn to one and experience the difference.

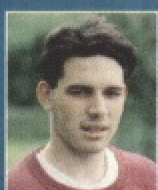


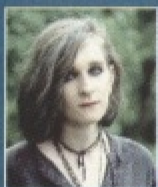
welcome to SNES FORCE

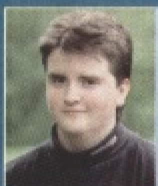
'Not another **SNES magazine' we hear you cry. And you're absolutely correct.**

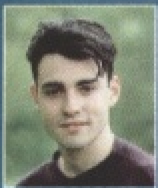

Chris Rice
editor
Street Fighter II

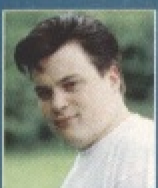

Carl Rowley
production ed
John Madden's 93

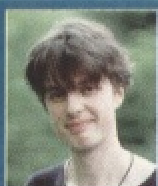

Charlie Chubb
senior designer
Street Fighter II


Will Evans
reviewer
Alien³


Simon Hill
reviewer
Street Fighter II

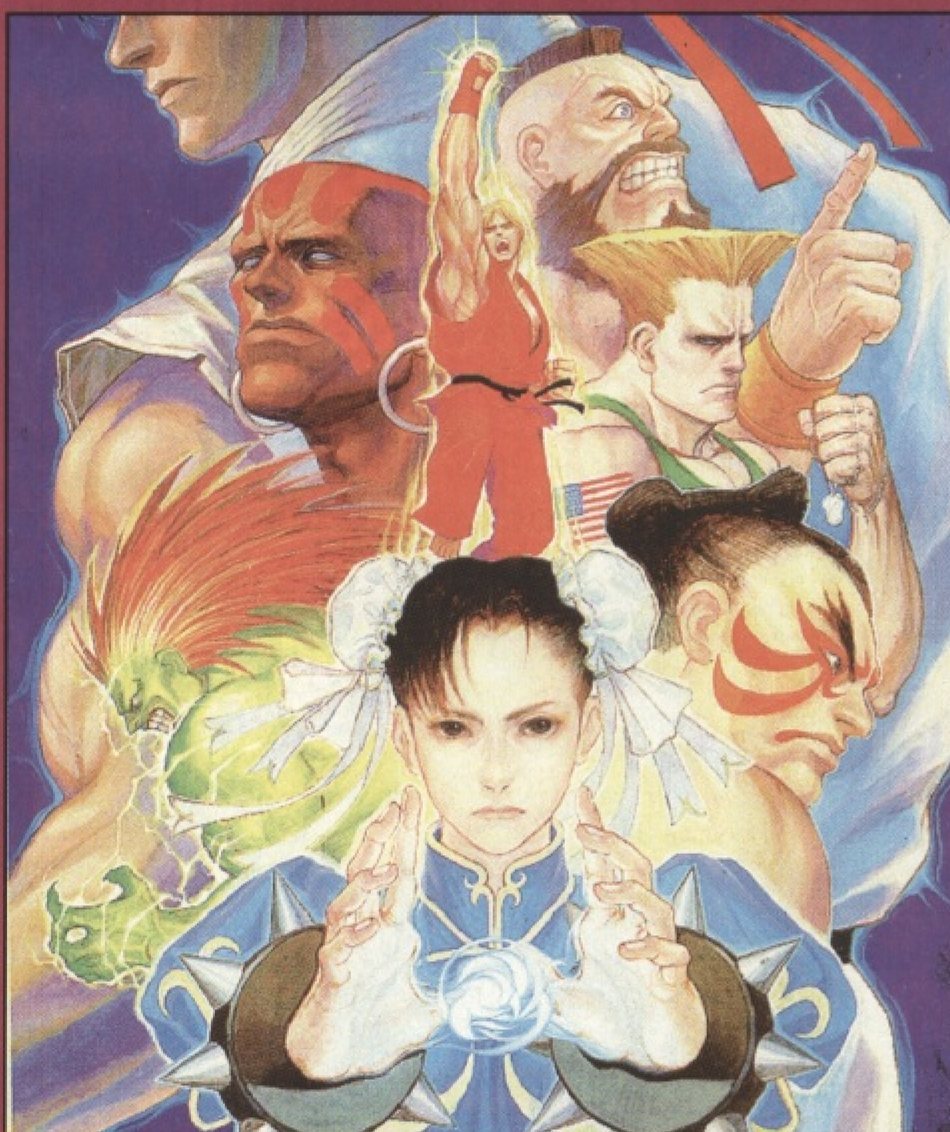

Tim Hirschmann
reviewer
Street Fighter II


Nick Roberts
reviewer
Super Mario World


Rob Millichamp
reviewer
Super Star Wars

The News

STREETFIGHTER II GOES TURBO



A dark shadow flits across a dingy alley, pulls itself hand-over-hand up a drainpipe, and infiltrates the complex security systems of SNES FORCE. Moments later an exhausted figure collapses on the editor's desk, gasping its breathless message — '*Street Fighter II Turbo Edition*, it's *official!*'

Capcom have just announced that the much-rumoured Turbo edition of *Street Fighter II* will hit the Super Famicom in Japan this year!

It's bad news for Sega, who had planned to outdo Nintendo with the imminent *Championship Edition* on the MegaDrive. Rumoured to be even better than the SNES version, the MD game was Sega's attempt to prove that their machine can beat our favourite console — but Sonic City will be wallowing in self-pity, we'll wager, as Turbo upstages their plans.

We reckon *Turbo Street Fighter II: Champion Edition — Hyper Fighting* (what a moniker!) will be 32 Meg, and a good bit faster than the original. Keep your ears to the ground for a Japanese release.





MARIO IS MISSING

Producer *Mindscape*
Available *September*
Status *Official UK release*



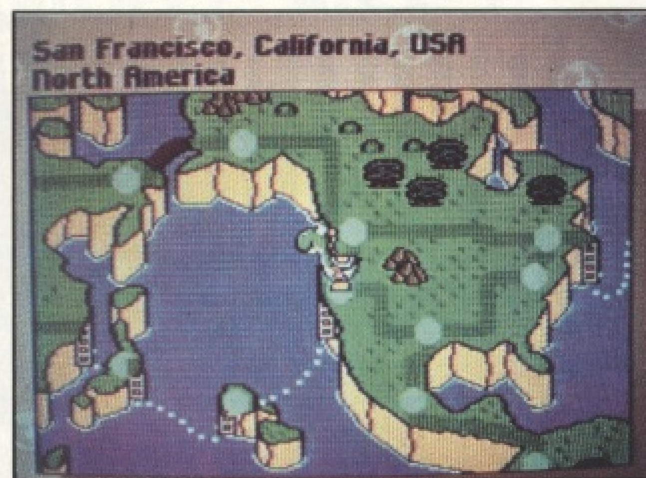
The latest in 'edutainment', the latest Mario release and the latest brilliant Nintendo game rolled into one — what more could you ask for? *Mario is Missing* arrives on the SNES in the month of September.

The plot is simple: Bowser planned to steal all the world's great artefacts, but Mario and Luigi weren't too keen on the idea. So Bowser captured Mario and then grabbed the loot: now it's up to Luigi and Yoshi to get back their friend *and* the stolen goods.

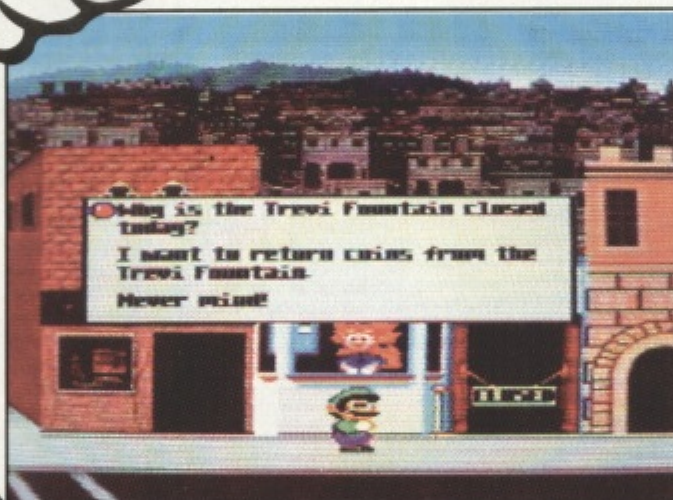
The game is aimed at five-to-seven-year-olds, who use their quest to learn map reading and geography as Yoshi waddles around a map of the world. There's general knowledge to pick up and questions to answer about each country the player visits, and plenty of Koopa-crushing action.

Each city features characteristic buildings in the background, and a cutesified version of the local style of music. Chat to ordinary townsfolk, pick up leaflets on items of local interest, seethe with anger when the Tourist Information lady won't talk to you any more because you got a question wrong!

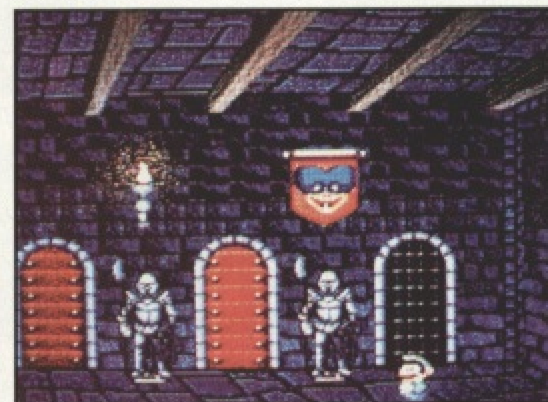
For young kids, *Mario is Missing* has it all.



FInding the world's favourite plumber isn't as easy as it might sound at first. You may even have to go abroad!

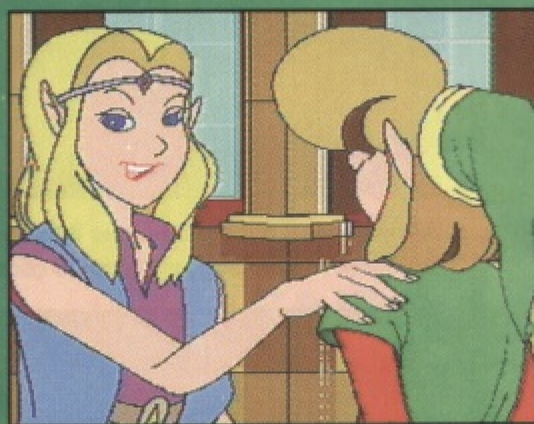


There are plenty of friendly people along the way who you can ask for help and advice during your search.



There are lots of places to visit in your search for Mario — But can you find him on time?

ZELDA CDi EXCLUSIVE



Philips have scored a big victory for their new CDi system. They have the licence from Nintendo to produce CD games based on the *Legend of Zelda* series and are already working on titles starring Link, Gannon and Princess Zelda.

Although the games we saw, *Zelda and the Forces of Evil* and *Zelda and the Wand of Gamelon*, are unfinished, the gameplay is surprising. Instead of viewing the action from the usual overhead perspective, these new games are left-right scrollers.

Where CDi comes into a league of its own is the breathtaking two-minute, fully-animated introduction sequence that accompanies the game. The sound and speech are also brilliant.

With Nintendo preparing its own CD system launch, it seems strange they are allowing a major rival to use their second most popular character. What next? Mario on CDi? We'll just have to wait and see.



The first thing most people will notice about the CDi Zelda games is the superb graphics. CD's can store much more data than carts, so it is possible to have long and detailed animation sequences and very high resolution backdrops like this one — outside one of the many places to visit.



Hey! Excellent! Zelda and Link bear a striking resemblance to Bill and Ted as far as their vocabulary goes in the first two CDi conversions

ROBOCOP VS TERMINATOR

Producer *Interplay*
Available *October*
Status *Official UK release*

You've seen *Alien vs Predator* — next in the series of double-star comics and games comes *Robocop vs Terminator*.

Robocop started the feud when his hybrid organic/computer brain created true artificial intelligence. This mutated into Skynet and started to slaughter humans, so a female warrior of the future went back in time to kill Robo and reverse the process. Unfortunately the Terminators followed and got to her before she could complete her mission.

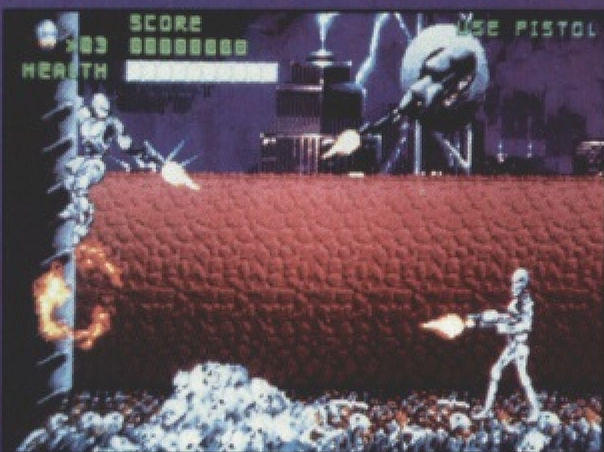
This leaves us with Robocop and three Terminators left in Robocop's time, with the cyborg policeman hellbent on wasting them. They aren't allowed to hurt him because he's their past, and whether he kills them or not, the future is still bleak and ruled by Skynet.

So we'd guess that in the new SNES game from Interplay, it's just a matter of terminating the three Terminators (a man, a woman and a child) without a hope of saving the human race. But those comics writers are devious chaps and perhaps they'll figure out a way to preserve *homo sapiens*. The story is based on a spectacular Dark Horse comic of some six months ago, available in specialist shops.

The game promises some cool graphics and more exaggerated high-impact explosions than you could shake a Terminator's leg at. These screen-shots look pretty impressive too...



Hit the fire button 'till you (or preferably your opponent) drop! More non-stop shoot-'em-up action of the movie kind

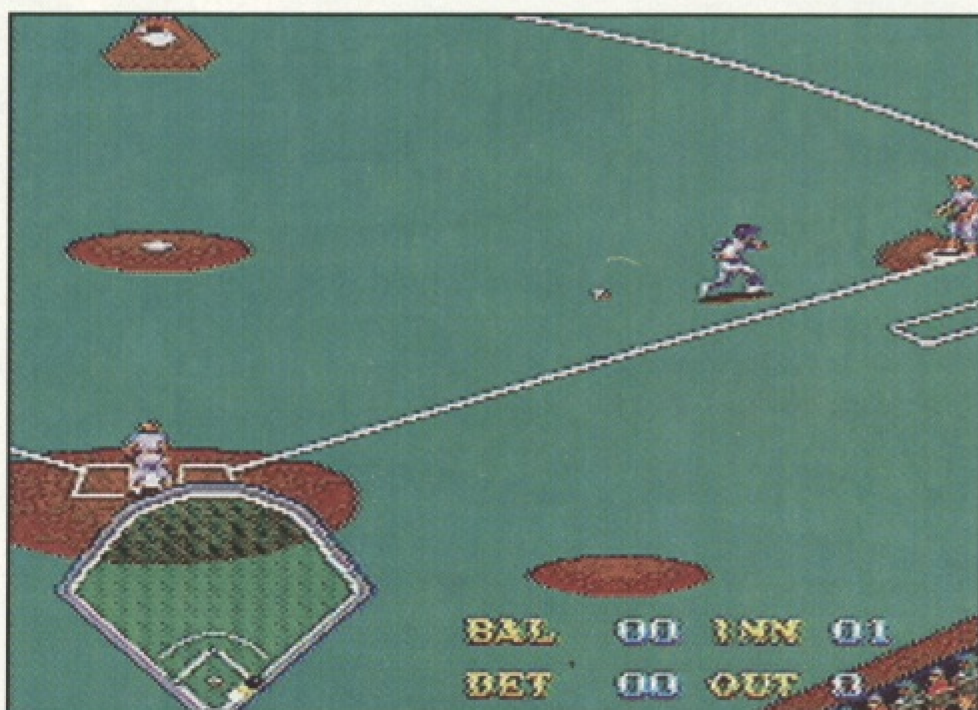


There's some seriously heavy metal going down when Robocop starts scraping with a Terminator



Not surprisingly perhaps, there are the usual end of level guardians to be dealt with. Its almost like being in the movie yourself (...it says here)

CAL RIPKIN JR BASEBALL



Quick reactions when fielding are essential. Especially when the home team have their own radar.

One deft catch can win or lose the match — depending on which side you're on and how agile you are.



Are you good enough to make it through the entire Major League – coast to coast?

Producer *Mindscape*
Available *June*
Status *Official UK release*

Top US baseball star Cal Ripkin Jr has put his name to a game packed with smart features. Options include one or two players, a league, and selection of fields ranging from domed to outdoor, with a choice of turf or natural grass affecting gameplay. You can even create your own opposition team and take on the best of them!

It's all viewed with realistic closeups and cutaway camera angles... and it's about to touch base in the high street.



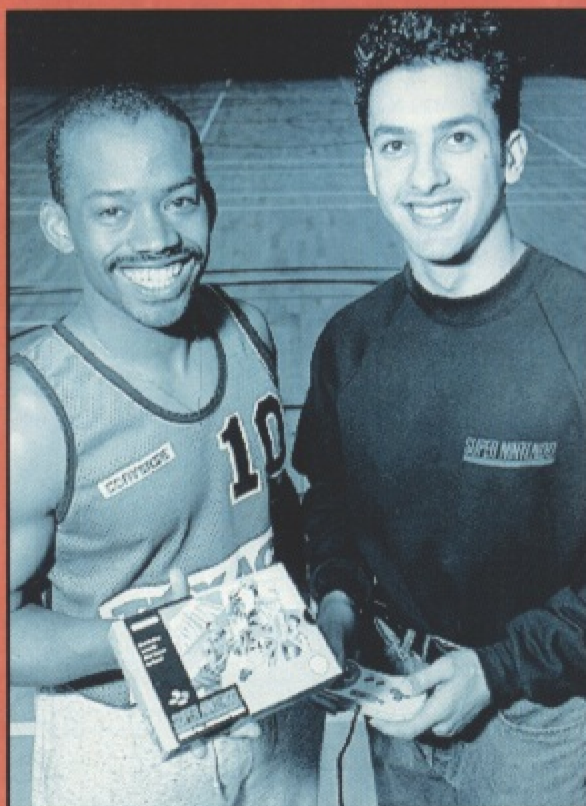
UP FRONT

You're saving your cash for the next batch of releases, but you need to know when they're out. Look no further! Up Front has all the provisional release dates for upcoming games, although software companies have been known to be 'optimistic' with dates. Diaries out!

SNES

Super Tetris 2 + Bombliss	Out now	import only
Wordtris	Out now	import only
Starfox	Out now	import only
Super Strike Eagle	Out now	import only
Super Valis IV	Out now	import only
Bubsy the Bobcat	Spring	
Human Grand Prix	Spring	
Cool World	Spring	
Lethal Weapon	Spring	
Batman Returns	Out now	import only
The Adventures of B.O.B.	May	
Battletoads, Battlemaniacs	May	
Nosferatu	May	
Yoshi's Cookies	June	import only
Troddlers	July	
46 Billion B.C.	July	import only
Space Ace	August	
Final Fight 2	May	import only
Striker	July	
Alien 3	July	
Super Putty	July	
Striker	August	
Magic Boy	August	
Mr Nuts	Summer	
Alfred Chicken	Summer	
Star Trek The Next Generation	Summer	
Fire Fight	Summer	
Robocod	Summer	
Mortal Kombat	Summer	
Super Empire Strikes Back	Summer	in development
Goof Troop	Summer	in development
Plok	September	
Asterix	September	
Super Dr Franken	October	
Robocop vs Terminator	October	
Out to Lunch	Autumn	
Sensible Soccer	Autumn	
Quarterback Club	Autumn	
Jurassic Park	Autumn	
Zool	Autumn	
Nigel Mansell's World Championship	Autumn	
Alfred Chicken	Autumn	
Mario is Missing	Autumn	
Mega Man	Autumn	In development
Aladdin	Autumn	In development
Lawn Mower Man II	Winter	
Might and Magic 3	December	
Last Action Hero	Winter	
Utopia	Winter	
Lord of the Rings	Christmas	
Impossible Mission	Christmas	
Pinball Deluxe	January 1994	
Solo Flight 2	Spring 1994	
Royal Rumble	Spring 1994	
Airborne Ranger	Spring 1994	

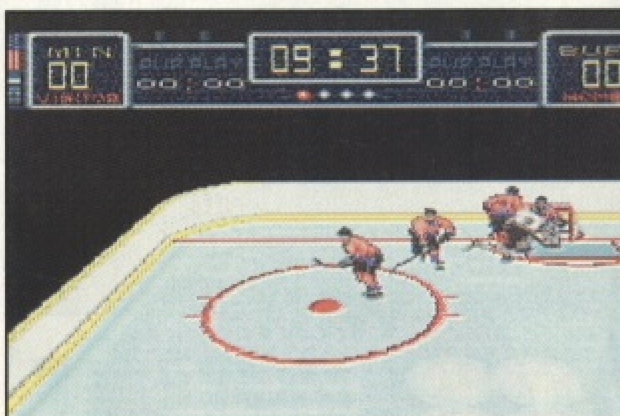
BYRD KNOWS BASKETBALL BUT METRO'S YOUR MAN



A 21-year-old Londoner known to his friends as 'Metro' has been named Nintendo UK Champion.

"This is absolutely amazing!" says the new champion. "Nintendo is the focus of my life and as the UK Champion I get to travel the country and compete against the best players around".

Also excited about Nintendo this month is Guildford Kings basketball star Alton Byrd. He's obtained one of the first copies of *World League Basketball*, Nintendo's newest release, and says: "This is as close as you can get to playing in the finals at Wembley... it's as exciting as the real thing !"



High speed action is the order of the day if you want to save your tean (and your skin)

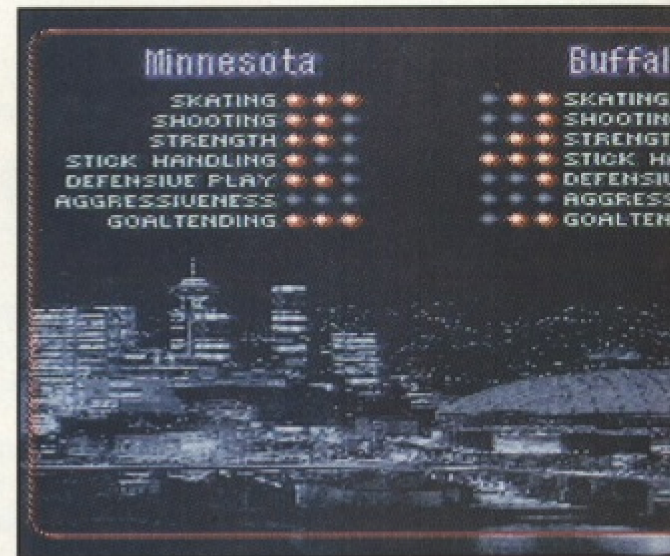


And in the red corner... sometimes it's not only the ice that players want to hit.

BRETT HULL ICE HOCKEY

Producer *Accolade*
Available *Summer*
Status *Official UK release*

After the poor conversion of *EA Hockey* from the Sega MegaDrive, this could be the great hockey game the SNES has been waiting for. It starts with some excellent digitised images of Bret Hull — an American superstar in the same league as Michael Jordan and Dan Marino — doing his thing. The graphics are viewed from behind the player much as in *Super Soccer* on the SNES, the scrolling is very smooth and the players move well even on the early version we saw.



Teamwork is all important in a sport as competitive as Ice Hockey.

TEARAWAY TITUS

Fancy spending next winter at the wheel of a Lamborghini Diablo? *Lamborghini American Challenge*, the thinking man's racer, takes you on 60 illegal Saturday-night races. But to win you must manage your money as well as burn rubber: each race has an entrance fee, which you pay for by betting.

Pit your skills against 20 other hopefuls through four divisions... and then there's the police. Features include turbo boost, snow tyres and radar detectors.

Titus Software promise "hyper-realistic sound FX" and varied road conditions, making this sound like the racer we've all been hanging out for.



STACKED DECK

A spanking new Official Nintendo Collector's Card Set will soon hit the streets, designed by SNES FORCE and produced by Merlin— the people who brought you the official *Street Fighter II* sticker album.

Besides pictures of famous Nintendo characters, the cards carry comprehensive hints and tips for games such as *Zelda*, *StarFox* and *Super Mario Kart*. Get down to the newsagents now!

ASTERIX LAUNCHES

***Asterix* on the SNES, due in September, looks to be a great platformer in the best traditions of Nintendo. But not only do you get a great game when you buy Infogrames' latest title (see the hot review in GB FORCE, page 68) — if you hang onto the packaging you get free admision to the Asterix theme park outside Paris. We packed our berets, a case of garlic éclairs and set sail for France...**

Check out the photo evidence of our trip to the Parc Asterix — it makes Euro Disney look real shabby. It boasts the largest rollercoaster in Europe and some decidedly wet water rides, along with fantastic period settings and of course the village of the indomitable Gauls themselves. All this could be yours to see by just presenting the *Asterix* packaging at the gates — *trés bon*, Infogramix.





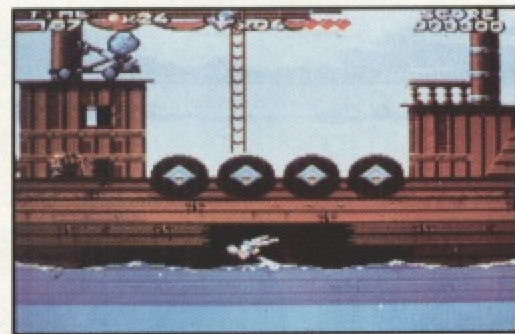
Welcome to the Parc Asterix — It's not exactly DisneyLand — infact some people might find it better. If you buy the Asterix game you can use the box to get in for free!



Asterix on the Super Nintendo™ is a classic platform-romp in the best Mario traditions — only with better graphix.



Infogrames have put a tremendous amout of effort into the grafix for Asterix



Ship ahoy! It's time to take to the seas with our cuddly French superhero (sort of)



CRACK THOSE CARTS

The much-anticipated official UK Game Genie arrived on these shores around the first week of June. The unit has been redesigned to complement the smoother contours of the Euro-SNES, and will be retailing at about £44.99 in stores such as Virgin, Toys 'R' Us, and Tandy.

Included is the UK Genie codebook, with 100 pages stuffed full of codes for 83 games, 47 of them official UK releases — more than 2,000 codes in all!

Andy Hiseman of Hornby Hobbies told us: 'As each new Game Genie comes out we try to make it better than the last. We feel we've achieved this with the SNES Genie, and will carry on improving for ever and ever!'

And even if you can't find the code you covet, there's a nonprofitmaking Game Genie helpline (0843 231088) with all you could ever wish for.

ALIEN WAR

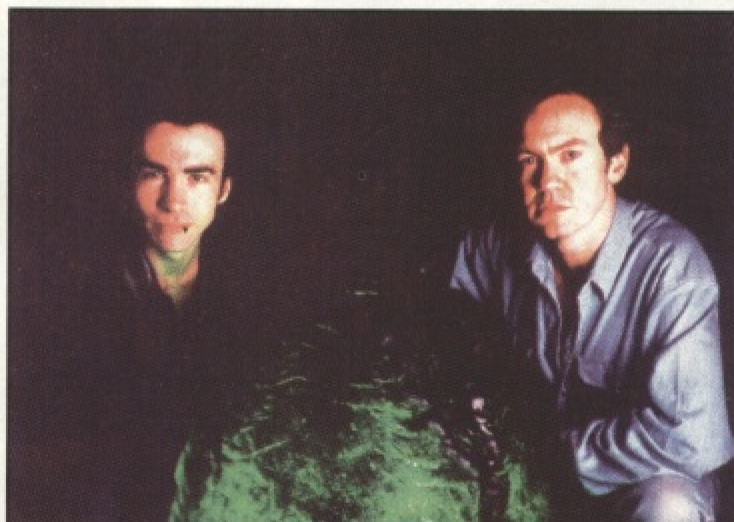


It"s the ultimate chance to get really close to 'The Bitch' — though why you would want to, God only knows.

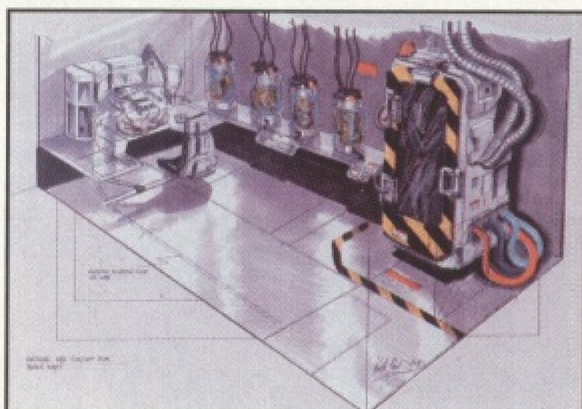
THE LONGEST 15 MINUTES OF YOUR LIFE...

In a galaxy not away, and a future time zone, a handful of marines and technicians venture into deep space and encounter a new breed of psychopathic silicon-based life. With them is an ordinary woman unprepared for the horror of this sinister new parasite.

This is the basic plot for the *Alien* trilogy of films. Soon you too will have the chance to run for your life through cramped, badly-lit corridors, scared stiff by the killer extraterrestrial that stalks you constantly and haunts your every thought. It's on its way — the brand new Alien War experience.



A nice day at the orifice for the designers of every character used in the Alien Wars exhibition.



This exclusive artists' impression shows one of the many stunning sets used in the exhibition.

Alien atmosphere

Alien War opens around July in the west end of London and is the last word in theme experiences, combining as it does all the horror, panic and sweat-beaded foreheads you accociate with the trilogy — all compressed into 15 minutes. You and eleven others get a guided tour around the Alien War set by an actor playing a space Marine before re-enacting scenes from the movies. The set includes an *Alien* museum featuring actual props and costumes from the films, with all those claustrophobic corridors and masses of atmosphere.

Once you've got your breath back and jump-started your heart, visit the souvenir shop for something to remember the experience by (as if your soiled underwear weren't enough).

Cast of thousands

It's hoped that loads of top celebrities will attend the opening reception and with a bit of luck some of the stars of the *Alien* movies might put in an appearance. They'll have to wear tuxedos to cover the gaping holes in their chests...

The creators of the Alien War event, Gary Gillies and John Gorman, are confirmed Alien fanatics and are researching every detail down to the last air brushed rust mark on the last steel bolt, with the help of film creators 20th Century Fox.

Alien artists

The artwork and design of the creatures in the *Alien* films is superb, and the designer responsible, H.R. Giger, Academy Award winner and controversial erotic artist, has been swept into the Alien War project.

Also hard at work to get War on the streets are a team of special effects personnel who between them have been employed on *Alien*, *Aliens*, *Alien 3*, *Batman*, *Batman Returns*, *Back to the Future 2*, *Star Wars* and several *James Bond* films. It's a fair bet that Alien War will include some pretty spectular effects.

Keep your eyes peeled for a heavy advertising campaign and hype posters — 'the longest 15 minutes of your life' is on its way.

Win a pair of tickets

Well, guess what — we've got ten pairs of tickets to give away! Ten lucky SNES FORCE readers will jump with a friend, parent or guardian on public transport to the big smoke, and will take their chances against the ultimate terror from space!

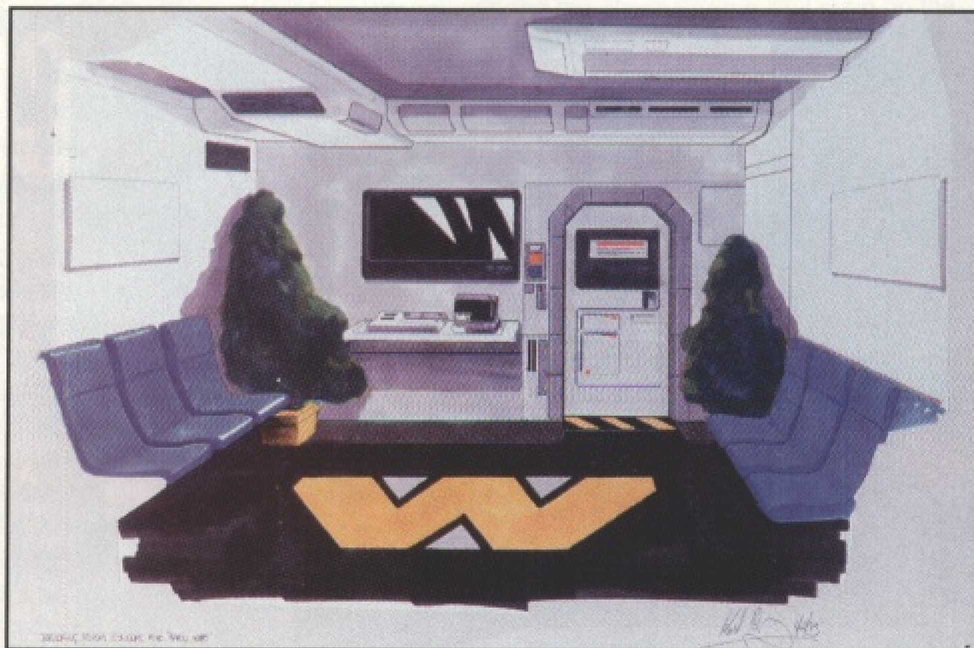
All you have to do to win one of these dream days out is to answer the following questions, and send them to: ALIEN WAR COMPO, SNES FORCE, Impact Magazines, Ludlow, Shropshire SY8 1JW.

1. Who played Ripley in the films?
2. Who are the two creators of the Alien War Event?

Get them in fast — the first ten correct entries out of the hat will each win two tickets to Alien War valid until December.

STOP PRESS! STUPENDOUS EXTRA PRIZES!

We've also managed to get our hands on two rarer-than-hen's-teeth tickets to the Gala Opening Ceremony! Join Sigourney Weaver and other stars from the films at Alien War's opening, send your name and address to SNES FORCE and you'll be in with a fighting chance.



There's plenty to see and do at the exhibition. There are also plenty of seats.

VASTLIGHT

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20/20

Game designer John Skeel combined the pace of Sonic and the depth of Mario — and came up with Bubsy. He spoke to us about life, the SNES and everything

Q: Who conceived and designed the game and where did you draw your inspiration from?

A: Mike Berlyn is the original designer for the project, though everyone involved has had some input into the design. For instance, Beckett Gladney created the overall look to the backgrounds and many of the enemies, and Ken Macklin created Bubsy based on design direction from both Mike Berlyn and myself. Every team member has made major contributions to the look and play of the game. Much of the inspiration for the game came from Warner Brothers and other cartoon characters (Bugs Bunny, Sylvester, Daffy Duck, and so on).

Q: Do you feel SNES games lack a certain ingredient that most Sega games seem to have, and what do you think it is? Looking at a short demo of *Bubsy* it looks more like a great Sega game.

A: Outside of looser restrictions on violence, the only thing SNES games lack at this point is time. The Sega Genesis has been in the market for two years longer than the SNES. The developers building for it have had time to adjust their thinking and designs to take advantage of the added capabilities of the hardware. SNES games will evolve very rapidly to look more like (in some cases better than) Sega product.

Q: What other programs have you produced?

A: In the entertainment field, *Mechwarrior*, *Cosmic Osmo*, various versions of *The Manhole*, *Deathtrack*, *Grave Yardage*, *Die Hard*, *Galaxy 5000*, *Arazok's Tomb*; I also produced many of the creativity products from Aegis Development, including *Draw*, *DrawPlus*, *Aegis Animator*, *Sonix*, and *Diga*, to name just a few.

Q: What is the procedure you go through in writing a game?

A: We start with a proposal which is about ten to 20 pages of description, budgets, schedules samples of art, and pictures of the main characters. Once this has been approved, I start putting the team together, hiring artists, musicians, programmers, and any other special talent required. As the team assembles and begins preliminary work, the design is fleshed out in as much detail as can be created on paper (there are always changes once you see it play.)

Then it's a matter of creating the pieces and putting them together with special tools we have built here at Accolade. Once a running prototype is created we test it with new players, make changes as needed from that feedback and our own inspirations, and repeat the process until we think we're close to completion. At that point, our quality-assurance team gets really aggressive and combs the product for bugs and errors. Then comes approval and ship. Then rest and beer.

Q: What do you think your game offers to the player?

A: We've tried to make a game that is easy to play but hard to master. There is a lot of depth with multiple play paths through the chapters and plenty of hidden bonuses. We've also tried to create more of a character with Bubsy by making him larger, giving him a wide range of actions and expressions and of course, a voice. We've spent more ROM space on details like extra animation frames for Bubsy and his enemies.

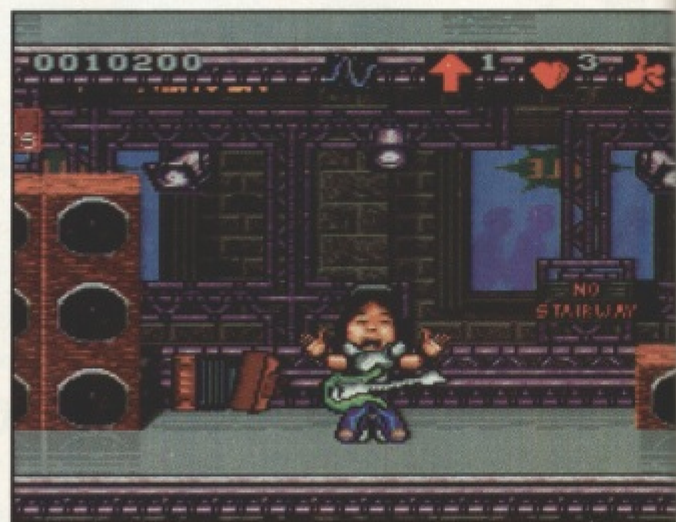
Q: How long has it taken from start to finish?

A: An original proposal was made in July of 1991 and a revised proposal was prepared in November of that same year. Approval came in the first week of December 1991 and the team was fully assembled and working by January 1992. The schedule has run longer than we had anticipated due to the injunction against Accolade that was in effect for five months. That kept us from continuing to work on the Sega version until the injunction was dissolved in August of this year by a higher court. We expect to have both versions on the market on March of 1993.

Q: Do you select to code on Nintendo in preference to Sega or do you do both, and what are the facets of the SNES that appeal to you as a programmer or designer?

A: I produce products for both platforms. Both platforms offer advantages in design. The SNES is easier to design art for because of the larger palette and the music system allows for fuller-sounding scores than the FM synthesiser available on the Sega. However, the Sega's two processors and faster clock speed provide for more special effects and faster and smoother animation.

WAYNE'S WORLD



Rumour has it that Will Evans and Rob Millichamp were flo over to the states as role models.

Producer *THQ*
Available *June*
Status *Official Uk release*

Few British gamers have heard of the cult American TV show *Wayne's World*, right? Shyeah, rright!

Party time is about to commence on that most excellent of consoles, the SNES. For very soon the maestro Wayne Campbell schwings his way across the console scene. Babefest!

The story goes like this: Wayne was sitting in his front room, discussing with Garth the true meaning of humans on a cosmic scale. *Not.*

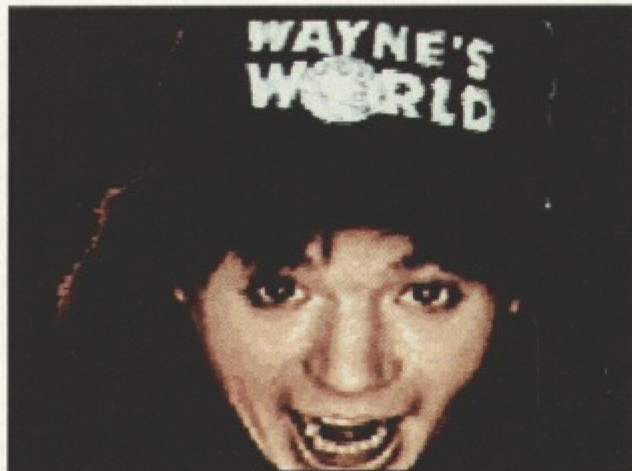
Wayne and Garth were hanging around down the arcade, engrossed in a most heinous machine — Zantar — when suddenly there was a blinding flash of light, a strangled cry of "unworthy!" and our heroes found themselves *inside* the machine. No way, you scream? Hway!

And, mondo bizarro, Garth was inhaled by that disgusting slimy cube Zantar. Bogus in the extreme.

So Wayne sets off to rescue his excellent buddy and co-host, armed only with his trusty guitar and the power to Schwing! This video world is, like, an incredibly twisted alternative view of reality. Rright.

Wayne battles his way through Kramer's Music Store, Stan Mikita's bogus Donut Shop, the Gasworks nightclub and a weird-fest based on his home in suburbia. Powerups increase the Campbell dude's chord and Schwing power.

Can you face the psycho hose beast, the bagpipe creature and the donut monster without hurling? Party on till further issues of SNES FORCE and you may be enlightened. Shyeeaah Rrright!



Send your captions to: Wayne's Silly Hat, SNES FORCE, Impact Magazines, Ludlow, Shrops, SY8 1JW.

YOGI BEAR AND YO YOGI

Producer *Empire*
Available *Autumn*
Status *Official UK release*

The smarter-than-average bear and bizarrely-named sidekick Yo Yogi work their way from Jellystone Park to a modern shopping mall in search of adventure — eating everything in sight as they go. We'll have more on the Empire cartoon licence for you soon.

A STICK FOR ALL SEASONS

Thornley's brand-new *Slick Sticks* range of accessories for the SNES have been designed with *Street Fighter II* in mind. And they're the first set of joypads and sticks compatible with both SNES and MegaDrive machines — they have an MD connector, with an adapter for the SNES, to be used with a switch on the pad/stick.

The line comprises two joypads and two sticks, the first of which will be released in early July (the knobbly-looking one on the photo!). The gigantic joystick will be available in September.



So if you were stupid enough to buy a MegaDrive, but then came to your senses and got hold of a superior SNES, these could be just the ticket!

STRIKER

Producer *Elite*
Available *August*
Status *Official UK release*

Striker, which took the Amiga by storm a while back and is now adapted by Elite for SNES, has a striking new view of the football pitch — an aerial view from behind the goal!

Elite's version also features a two-player option, cup competitions, the World Tournament, extra time, penalty shootouts, rematches, and weather and pitch-condition settings.

Dene Landucci of Elite told SNES FORCE: "Elite's quality-control, sales, production and programming departments have been rigorously put through their paces in full-contact six-a-side matches in order to get a true and accurate feel of how the game should be played.

"Simon Shilleto (project manager for *Striker*) is a keen Birmingham City, Leeds Utd and York City fan. Bookmakers in the Walsall area are no longer taking bets on the possibility of his allegiance switching to Man Utd for the new season.

"Trevor Williams (Motivetime's project manager) was requested to take part in the Monday-evening six-a-side clashes, in order to get his valuable input to *Striker*'s collision-detection. Trevor is currently 16 stone, an ex-rugby player for Nuneaton and Coventry Saracens, and therefore an ideal choice for this part of the finished product."

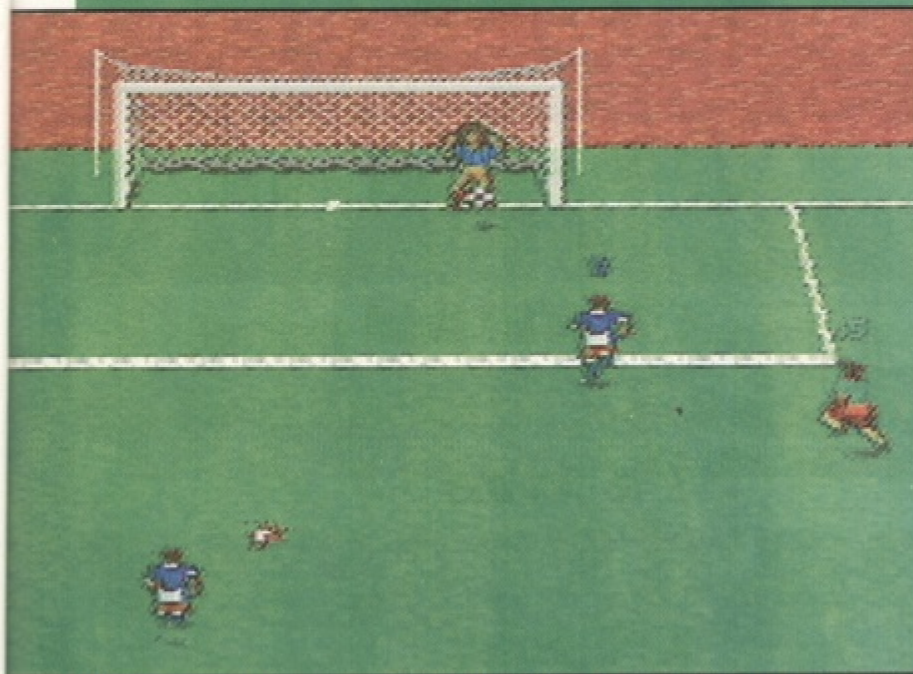
Striker should be out and about in the third or fourth week of August, coinciding with the soccer Charity Shield and the start of the Premier League — and if it's as good as on other formats, we guarantee you'll love it.



Things are getting anxious round the goalmouth as the ball is narrowly saved.



There are a wide range of goals to choose from if you are that way inclined.



It's a funny old game. — it looks like quite a good one too as it happens.

AIR PLAY

The latest release from the MicroProse stable of thoroughbred simulation games is the visually stunning *Super Strike Eagle* (see the official review on page 60). Having discovered that what goes up does indeed come down — especially when there's no gas in the tank — and the way the ground has a habit of charging towards you, we reckoned that this was a candidate for the Super League. So chuffed were Microprose that they heaped us with *Super Strike Eagle* prizes to give away to a whole bunch of lucky winners. You can get your hands on one of the following:

- **An authentic flying jacket**
- **One of ten super secret *Strike Eagle* goodie bags**



Answer the easy questions below and send your answers to;
STRIKE EAGLE COMPETITION, SNES FORCE, Impact Magazines, Case Mill, Temeside, Ludlow, Shropshire SY8 1JW.

1. What plane did Tom Cruise fly in the film *Top Gun*?
a: F-15 Tom Cat
b: Stealth Bomber
c: Spitfire

2. Is a Sidewinder a type of...
a: Cheese
b: Missile
c: Car

Best of luck, and remember that jacket could have your name on it — if your name's real leather, that is.



WONDER PLUNDER



Those very nice people at Interplay are so pleased with their latest SNES release *The Lost Vikings*, which received a well deserved 91%. That they have given us a veritable longship full of plunder to shower upon you. This cooperation game is one of the best ever on the SNES and goes straight into the Super League at number one. What's more, we wouldn't be surprised if this is one of the major contenders for game of the year (tune into the review on page 42). To share in the victorious Viking giveaway just read on and you could be one of the ten lucky winners who will each receive:

- **A *Lost Vikings* T-Shirt**
- **A huge *Lost Vikings* poster**
- **A furry *Lost Vikings* of their very own**

So how do you cut yourself a share of this wealth you ask? Its simple — just answer the extremely easy questions below and send them to: LOST VIKINGS COMPETITION, SNES FORCE, Impact Magazines, Temeside, Ludlow Shropshire SY8 1JW. (Don't forget you name and address!)

1.What are the name's of the three lost Vikings in the game?

2.What is the name of the Viking who has the shield?

MORTAL KOMBAT



Word on the streets is that this one is going to be bigger than Street Fighter II — we shall see.

Producer Acclaim
Release Summer
status Official UK release

The long-awaited conversion of *Mortal Kombat*, the smash arcade beat-'em-up, to SNES will be released this summer.

Challenge seven of the world's greatest warriors in your bid to win the fatal fighting crown. Each character has a unique power move — Kano's Head Smash, Johnny Cage's Green Fireball and Raiden's Torpedo Push — plus a deadly range of powerful attacks.

Your ultimate goal is a final show-down with Shang-Tsung, a warrior of nearly unbeatable skill. This evil wizard is able to transform himself into any of his previous opponents, resulting in deadly incarnations of expert fighters.

Okay, so it sounds like *Street Fighter II* but visually the two games are miles apart. *Mortal Kombat* features *Pit Fighter*-style digitised live action graphics. Couple this with great sampled sounds and lightning speed and you have a serious contender for the *Street Fighter II* crown.



Each character has a number of master and special moves. Let's just hope they are easy to learn!

Look out for the full review in SNES FORCE — sooner than you think.

If you can't wait that long, check out our weekly update on page 250 of MTV Text.

ChartsChartsChartsChartsChartsCharts

JAPANESE SFC CHART

1.	NE	Dragon Ballz Super Battle Legend
2.	NE	Breath of Fire
3.	NE	Ogre Battle
4.	NE	Super Family Stadium 2
5.	NE	Captain Tsubasa IV — Pro Rivals
6.	▼	Star Fox
7.	NE	The Great Battle
8.	—	Pop 'n' Twinbee
9.	—	Super Mario Kart
10.	NE	Ultra Seven

UK CHART

1.	NE	Super Star Wars
2.	NE	NHLPA Hockey
3.	NE	Pugsley's Scavenger Hunt
4.	NE	Mickey's Magical Quest
5.	▼	Super Mario Paint
6.	▼	PGA Tou Golf
7.	NE	Suzuki F1 Racing
8.	NE	Prince of Persia
9.	NE	Rugby
10.	NE	Super Parodius

US CHART

1.	▲	Streetfighter 2
2.	RE	Super Mario Kart
3.	RE	Super Star Wars
4.	▼	Bulls vs Blazers
5.	NE	NCAA Basketball
6.	▼	Spiderman and the X-men
7.	RE	Tiny Toons
8.	▼	NHLPA Hockey
9.	▼	Monopoly
10.	RE	The Magical Quest

The Super League

If you're new to the Super Nintendo scene — don't worry — so is SNES FORCE. Here's an at-a-glance guide to what you should buy first.

Arcade

1. Ghouls'n Ghosts
2. Castlevania IV
3. Super Pang
4. Joe & Mac 2
5. Chuck Rock
6. Taz-Mania
7. Super Adv. Island
8. Dragon's Lair
9. Joe & Mac
10. Spanky's Quest

Adventure

1. Legend of Zelda
2. Out of this World
3. Soul Blazer
4. Mystical Ninja
5. Drakkhen
6. Actraiser
7. Gods
8. King Arthur's World
9. Final Fantasy
10. Rocky & Pocky

Beat-'em-up

1. Street Fighter II
2. Final Fight
3. Ranma 1/2 Part II
4. Batman Returns
5. Rushing Beat Run
6. Super Double Dragon
7. Dead Dance
8. Turtles IV
9. Fatal Fury
10. Golden Fighter

Platform

1. Super Mario World
2. Mickey's Magic Quest
3. The Addams Family
4. Tiny Toons Adventure
5. Prince of Persia
6. Smartball
7. Pugsley's Scav. Hunt
8. James Pond: Robocod
9. Hook
10. RR: Death Valley Rally

Puzzle

1. The Lost Vikings
2. Lemmings
3. Super Tetris/Bombliss
4. Krusty's Spr Funhouse
5. Push Over
6. Q*Bert
7. Spin Dizzy Worlds
8. Monopoly
9. Jeopardy
10. Wheel of Fortune

Shoot-'em-up

1. Alien³
2. Super Star Wars
3. Parodius
4. Cybernator
5. B.O.B.
6. Starwing
7. Axelay
8. Super Probotector
9. Super Swiv
10. Wing Commander

Sports

1. Super Mario Kart
2. Top Gear
3. Super Soccer
4. John Maddens '93
5. Super Tennis
6. Extra Innings Baseball
7. Super NBA Basketball
8. Exhaust Heat II
9. NHLPA Hockey '93
10. True Golf Classics

Strategy

1. Pilotwings
2. Desert Strike
3. Sim City
4. Populous
5. Super Strike Eagle
6. Mech Warrior
7. Sim Earth
8. Power Monger
9. Sky Mission
10. Super Battletank

a league of their own...

Every game listed in this section has been selected by the SNES FORCE team as one of the ten best of its class. The SuperLeague™ will be constantly updated to ensure that it continues to be an accurate listing of the very best games available for the SNES. SuperLeague™ listed titles are all widely available in high street stores and via mail order. It is advisable to check compatibility with your retailer before purchase.

Mario at the M



He started life playing second fiddle to an ape in *Donkey Kong*. Thirteen years later, he's better known than Mickey Mouse — and now Mario has his own film! SNES FORCE reports...

Deep in the bowels of a five-storey disused cement factory in Wilmington, North Carolina, USA, magic is being made — Mario magic! The installation is home to a new world, a world where dinosaurs rule and men are just apes with less hair.

It's here that directors Rocky Morton and Annabel Jankel (the team behind *Max Headroom*) producers Jake Eberts (*Chariots of Fire*) and Roland Joffe (*The Killing Fields*) and production designer David Snyder (*Blade Runner*) have spent £32 million bringing the Mario games to life on the big screen.

Worlds apart

Why did dinosaurs disappear from the earth? Were they wiped out by climatic changes, or victims of evolution? Neither, according to the Mario movie — 65 million years ago a gigantic meteorite hit our planet with such force that it split the time lines and created a parallel universe. Evolution carried on and man flourished in the world we know, but in the parallel universe of Dinohatten dinosaurs continued to exist.

But all is not well. The dinosaurs have exhausted the food supplies of their land and a vicious fungus is spreading, slowly choking Dinohatten. The solution? Take over our world! This is what King Koopa (played by Dennis Hopper) plans to do with his army of Goombas and horrific de-evolution machine.

Back in New York, pretty fossil scientist Daisy (Samantha Mathis) is in trouble. Her excavation site is flooded and she must get the water out before it ruins the delicate fossils she has unearthed. She needs a plumber fast, so who's she gonna call? Mario Bros!

Soon the hardworking duo Mario (Bob Hoskins) and Luigi (John Leguizamo) are kneedeep in water —

Super heroes both, Mario and Luigi (Hoskins and Leguizamo) are seen here in one of the out-sized Goomba elevators.



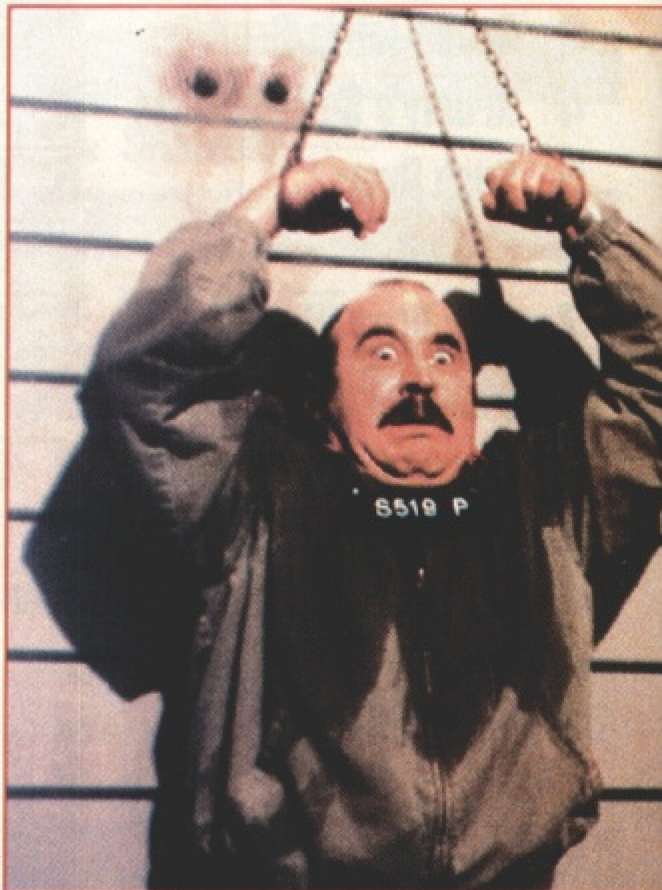
The ruthless Koopa (Hopper) bawls out Iggy and Spike Koopa after they fail to follow his orders.

and suddenly they are sucked into the reptilian dimension to face the marauding dinosaurs.

You wanna know what happens next? Go watch the film!

It's all done with mirrors

The film features some awesome visual effects. The audience gets not only some of the best combinations of live action and digital simulation but also the latest in 3D matte painted scenery, first used in Steven Spielberg's *Hook* to create the fantastic Never-Never Land. This technique uses an extremely powerful computer program to calculate realistic perspective,



giving a background that is indistinguishable from solid 3D.

On top of that, no expense was spared creating the inhabitants of Dinohatten — the Goombas tower eight-feet tall and the actors have to wear giant boots, three-fingered gloves and helmets to allow the characters' heads to be turned. Yoshi is controlled by an orchestra of nine puppeteers via 70 cables and comes complete with ten animatronic movements and two tongues! Want one? No problem, to you £300,000!

The ice in the scene where the brothers are trying to escape by sled is made of rough glass, and the sled is on skateboard wheels.

In the pipeline

Equally remarkable is the casting of Bob Hoskins — it's no secret that he did not enjoy the lengthy, boring techniques needed to mix cartoon and live action in *Who Shot Roger Rabbit?*. "I didn't like the script at first and I really didn't want to do another kids' film," he says.

ovies!

"I'd done *Roger Rabbit*. I'd done *Hook*. I didn't want to become like Dick Van Dyke."

But producer Joffe was persistent and sent him script after script, until eventually he said yes. "Bob Hoskins was always our number-one choice, and we were so happy when he decided to do it," said director Morton. "He's a superman because he's an everyman. It's his ordinariness that makes him a hero."

To Mario fans several things are decidedly odd — Bowser, the all-time bad guy and Mario's archenemy, is now Daisy's long-lost father, and Yoshi has to be seen to be believed. But producer Joffe insists: "Every element of the film is based on the game. Our deal with Nintendo is that we will treat the characters well, but they have no input in the storyline."

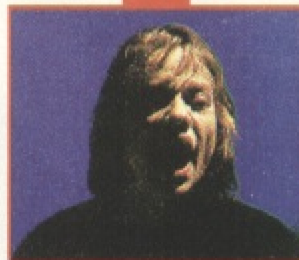
On set design, Snyder commented: "Our design criteria was to incorporate as many game elements as we could into the set." There are more than 100 elements for the sharp-eyed to spot.

Super Mario Bros will open in London at the Odeon, Leicester Square on July 9. We'll be there to see if Mario can make it on the silver screen, and we'll report back to you in SNES FORCE. ■



A very odd -looking (and expensive) Yoshi tags along with Princess Daisy (Mathis). The puppet cost £300,000!







Daisy emerging from rock is just one of the stunning visual FX created for the film. First the blue-screen image is taken (left) and a composite made using computer graphics to produce the finished image (top).





Going down? Mario and Luigi are apprehended in the lift by two of the biggest bell hops in history.
Left: Say cheese. The unlucky brothers are strung up in a Dinohatten police station while their mug shots are taken.

Crash Bang Wal

They walk, they talk and they get smashed to pieces for a living — now the Incredible Crash Dummies have their own game!



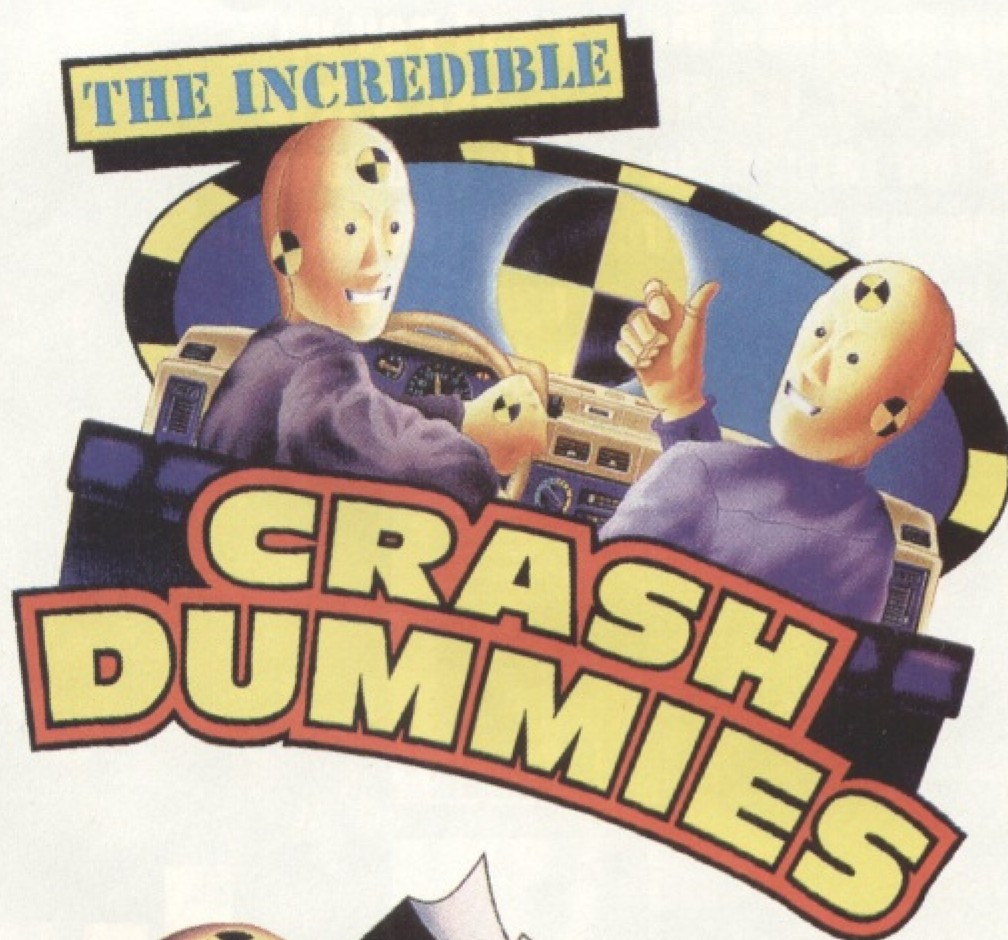
Get up from the cupboard you slept in, climb into a shiny new car and slam it straight into a wall. Pick yourself out of the wreckage, wait till your head stops spinning, and do it all again... and again, all day, every day. Such is the life of Slick, Spin and their mates, better known as the Incredible Crash Dummies.

Ever since the advent of the internal combustion engine, people have been in danger from car crashes. Automobile manufacturers became a bit worried by this, and the bad reputation it gave them. But how could they test the safety of their cars?

They came up with a new idea — simulated human bodies — and the first crash dummy was born! Studying the effects of high-speed smashes and multiple pile-ups upon the nigh-indestructible dummies could improve safety standards and be a total laugh to boot. ("Waddya say we get the beers out and do a six-car massacre!!!")

The government and safety groups put these staged crashes on television to raise safety awareness. Car manufacturers such as Volvo were quick to jump on the bandwagon, using the crash dummies in adverts to show how safe their cars were. Then, in the early Eighties, a public-service film was made starring the dummy Lucky 13, who was not lucky at all: he got slammed around everywhere.





lop!

But Lucky 13 was the first 'live', talking crash dummy. Later, a seatbelt-safety campaign in the USA starred two dummies whose zany antics not only conveyed their message, but entertained a large American audience.

Windscreen sandwiches

The clever people at Tyco turned the dummies into toys, giving them individual characters, and those headbangin' dudes at Leisure Concepts decided to give the dummies their own game.

The characters include Spin, the newest crash dummy, who's bright, loves crashing, screams warcries as he hurtles through the air, and is passionate about safety. Typical quote: "If we can convince just *one* person to buckle up then all those windscreen sandwiches have been worth eating."

Then there's Slick, the senior crash dummy who's Spin's best buddy and mentor, not too bright and well cynical: "I don't wear a safety belt in crash tests, but I'm paid to be a dummy — what's your excuse?" The supporting cast includes Skid the Kid (a brat), Bumper and Hubcat (a dummy dog and cat), Daryl and surly Spare Tire. Accessories include a car that explodes when you run it into a wall, and figures that fall apart in spectacular ways.

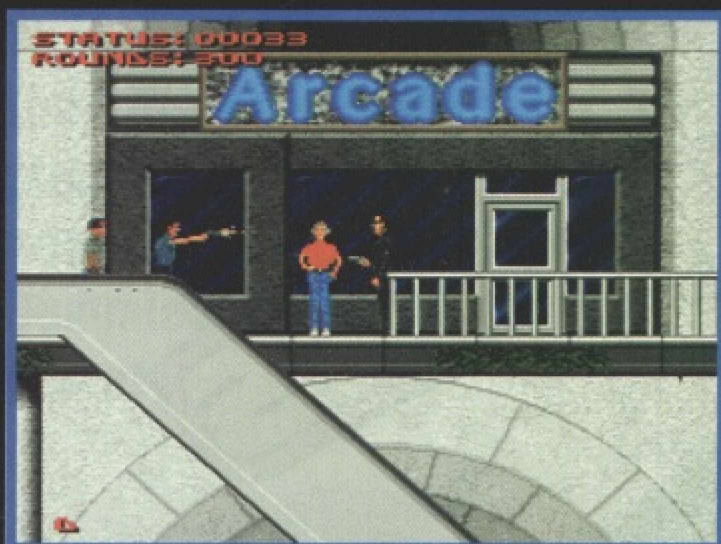
So get out there and bash the hell out of the Incredible Crash Dummies — but don't forget to buckle up first! ■

Pump up those biceps and rev up the Harley, it's time to take a trip into the future. In the first of our European exclusives, we reveal the latest work in progress on Acclaim's premier movie license.

T2 Judgment Day

WORK IN PROGRESS





The events in *T2* take place in the future, after those of the original *Terminator* movie. John Connor, rebel leader of the human resistance, manages to reprogram a Terminator to come back to the Nineties and protect him as a small boy.

John needs this special care because SKYNET are out to kill him. They've sent their special assassin — a new improved T-1000 Terminator made of liquid metal so it can 'morph' into any form — back in time to destroy John and prevent him from fulfilling his destiny as rebel leader.

Acclaim to fame

In this mulit-directional shooter, you play the good guy sent to babysit John Connor. The aim is to travel around the levels — all based on important parts of the film — collecting Terminator heads. These 'future objects' are encased in metal boxes with flashing red lights on top. Once you've grabbed them, follow the onscreen prompts which inform you of your objectives, *Robocop*-style.

Enough harm could be done to make this just a very good game and not the excellent license we are all hoping for.

You start with just one life, and there are no continues, passwords or two-player option. You can change the controls and mono/stereo sound on the options screen, but it's about as flexible as an arthritic T-800.

The bare essentials!

You start with absolutely nothing — not even clothes! Begin by going into a bar and stealing some leathers from a group of hairy bikers — better watch out though, they're armed and dangerous. Next, get a gun. There are three types — pistol, high-impact shotgun and automatic rifle. Dead enemies leave their firearms, so after you've either punched them or kneed them in the crotch make sure you grab their weapons.

Once you've got these, the shreddies leave you medicine, ammo and other assorted up-grade icons.

Levels are alternately 'walk around and kill people', and 'drive around and kill people', on a Harley Davidson or in a Cop Car.

Each level features a different scene from the film, such as the diner full of truckers and Hell's Angels, the mall, and the final showdown in the steelworks.

T for two

After the game's mid-point, the evil T-1000 makes spontaneous appearances to scare the living SKYNET out of you and sap precious energy courtesy of rapid gun-fire. It appears to either kill whoever you're protecting, or protect whoever you're killing.

The sprite actually 'morphs' around the place — don't get too close, it may change its arm into a knife and perforate your head.

Besides the hidden power-ups and pick-ups, puzzles and mazes make up the bulk of the game and take some brainpower to solve.

Okay, so it's mainly a platform blaster, but there are more twists and turns than Silverstone! Add to this the excellent driving stages and *T2* is a title worth looking forward to.



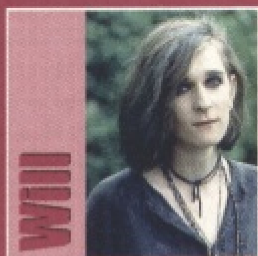




T2

nt Day

IN PROGRESS



'Hasta La Vista? Maybe...'

Will

Slam in the cart and you;re greeted with a cool introduction sequence straight out of the film — Arnie arrives naked and you get a hilarious shot of the strategically placed fence covering any naughty bits!

There's a great digitised version of the *T2* theme and Acclaim have mercifully decided in their infinite wisdom to leave the Guns 'n' Roses out (praise the Lord!). The action is pretty violent, definitely not for pacifists — perhaps Arnie is taking out some aggression after he found out that he's got a spanner of a name in English — roughly translated: Arnold Blackhead. Loses a bit in translation, wouldn't ya say!

The gameplay is pretty difficult to start. It takes a while to get off the first level, only to find that after all the effort mastering the walking and shooting you're now plonked unceremoniously on a big shiny Harley Davidson.

The graphics weren't really what I expected. Acclaim have gone for smaller sprites and a less crowded screen. Although this works well, the main Terminator sprite moves sluggishly around the screen as if his nuts have rusted!

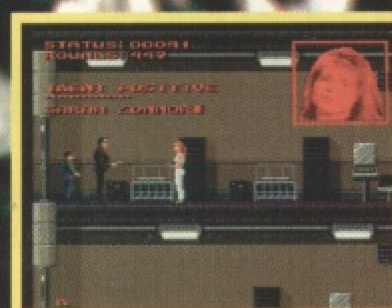
The difficulty curve is as solid as Mr Schwarzenneger's biceps, and maybe that's why this is such a tough game to pin down. To be fair to Acclaim, there's still some tweaking to be done to the gameplay and I'm confident this will iron out all the little wrinkles. The longer you play the better it gets

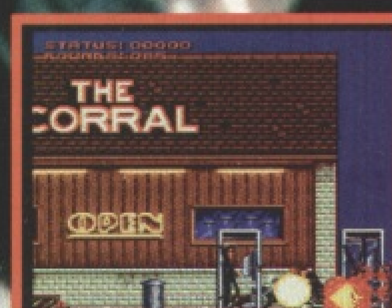














The Review section

Reviews are the most important part of any magazine. We're not about to make any outrageous claims about the pages you are about to read. We simply hope you like them...

Game Type
Our SuperLeague™ category – indicating what type of game is being reviewed

What the makers say
A chance for the people who produced and market the game to do a short sell to you

Controls
Which button does what when controlling the game. If a button does nothing, we say so.

First Impression
As soon as a game comes into the SNES FORCE office for review it is given to three of the team for a "first impression session.

At this stage the reviewers aren't undertaking a complete critical analysis of the game, instead they are simply presenting three snapshot impressions of the game.

This element of the review process is probably the furthest most readers get when trying to evaluate software for themselves in shops, so it's a very useful acid test to see just how well the game fairs, even without the manual.

Don't expect all three of the reviewers to agree with each other at this stage of the review (in fact don't rely on that at any point!)

For a balanced view you should compare the First Impression panels with the corresponding Final Analysis section.

First day score
One of the team is assigned the game for a complete review after the First Impression sessions have been completed. The first day score achieved is a good indication of how difficult (or otherwise) a game is.

Comment
A full comment is much more detailed than a first impression statement.

In order to give a fair assessment of the game one of our reviewing team has to spend at least half a day playing the game from end to end, or at least as far as they can get.

Comments include a short summary quote and rating.

Ratings box
The definitive summary of how each game is rated by the entire SNES FORCE team.

Even if you don't read anything else — read this.

SuperLeague™ placing
If a game is considered to be good enough, it will find a place in one of the SNES FORCE SuperLeagues™

In simple terms, these are lists of the top ten games in various different genres.

SNES FORCE strongly recommends the purchase of any game rated in a League.

Normally only Seal of Approval award winners make it.

Final day score
The same reviewer who play-tested the game on its day of arrival will have been playing the game for over four weeks by this stage.

You should expect the final day score to be much higher than the first day one.

If it isn't — treat it as a danger sign. Our team is full of professional games players and it's probably just too hard.

Final analysis
Cast your mind back to the first glance panels at the front of each review.

The final analysis section consists of parting observations from the same three reviewers who opened the box four weeks before.

A month is a long time when you play games all day so look out for opinions that might have changed.

Reviewed in full

Alien³

ALIEN³

Shoot-'em-up

Producer .... *Acclaim*
Supplier .... *Acclaim*

Price *£39.99*
Status .... *Official UK release*

Players *1*
Lives *1*
Continues .... *None*
Extras .... *3 Difficulty Levels*

What the makers say...

'With a choice of seven missions, three levels of difficulty and enhanced movie-quality graphics *Alien 3* is the only game for you'
■ Alison Cressey Acclaim

Controls

(green button)	Flame Thrower
(yellow button)	Jump
(blue button)	Hurl Grenade
(red button)	Use Machine Gun
L	Nothing
R	Nothing

First impression

'With just one life, I can't see myself getting past the first mission!'

'Incredible graphics but why so tough? It's going to take a expert to crack this!

'Why does a game like this need 3 difficulty settings! It' just too tough.

First day score

Will Complete X Wires

LEVEL 1

The bitch is back! It's been a while coming, but the licence of last summer's major film now enters our Super League at Number One. What makes this the greatest shoot-'em-up to date?

Alien. Just the word conjures up images of water dripping down dank walls and slimy creatures bursting from their hosts' stomach. Stomach churning for some, but for the hard core of console-owning sci-fi fans Acclaim's conversion of this oozing futuristic psychonightmare is a dream come true. Lieutenant Ripley crash lands on Fiorina 161, a prisoner planet inhabited by a group of brutal criminals. Unknown to her, an alien has survived the last battle and is aboard her ship.

How do you rid a colony of this evil menace when there isn't a single weapon on the planet? Tough question and one Acclaim couldn't get around, so they decided to depart from the film's plot and put some guns in the game.

The result is a platform-based, maze-style shoot-'em-up — imagine *Super Probotector* meets *The Lost Vikings.*

The aim is to complete eight missions and destroy the 'bitch'. These tasks can be taken in any order, so theoretically you can go straight to the showdown with the alien in Bugwash 12 and then work backwards.

You start at the colony's terminal containing the blueprints of the complex. Here you can study the map and choose a mission. Hunt or be Hunted is a race against time to rescue cocooned prisoners. Locating and repairing dangerous pipe fractures is the aim of Pressure Point. In Heat it Up you have the unenviable task of destroying hidden alien pods, while in Power Link Up avert total power loss by locating and installing a new ignition unit.

Crossed Wires and Power Plus+ continue the electrical theme — rewire the central junction box and other shorted fuse boxes to avert total failure. The key to Closed Doors and Total Control is containing the aliens by sealing a key hatch, trapping them once and for all.

Ripley runs fluidly, head craned forward, chin jutting out like she really means business.

This moving platform glides Ripley up and down, helping her reach the highest sections of the level. Make sure you've shot any aliens off it before jumping.

Going Underground

The adventure begins with one life and a full set of weapons — flamethrower, machine gun, and grenade launcher. You have a set of ammunition so use it wisely. There are extra ammo crates and weapon upgrades hidden around the complex but they're few and far between — and heavily protected by hordes of 'face huggers.'

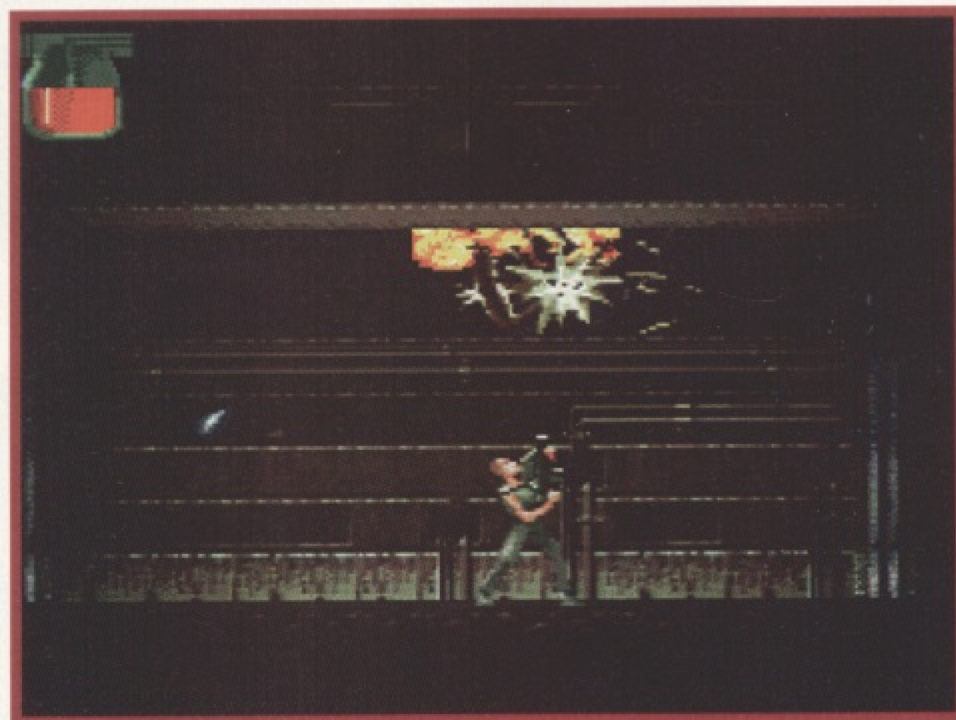
The action starts in small corridors with aliens patrolling the floors and clinging to the roofs. Your journey takes you through linked indoor rooms but there are also scenes outside, inside the medical wing and in an underground tunnel network.

When hit, your remaining energy level flashes onto the screen. Each contact with the enemy causes ten percent damage; when you run out of energy the game is over.

Regain health by picking up medical supplies hidden around the complex, but that means straying from its safety and entering the alien-infested danger zone. It's a tough choice but then Fiorina 161 is fraught with danger. You better pray you the right decision... or it could be your last. ■







The special FX are so good you hear the ailiens wail with pain as you blast them with your machine gun.



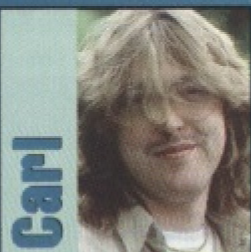
In the Hunt or be Hunted mission, search the complex for prisoners then rescue them. This is an ideal mission to attempt first as it familiarises you with the complex's layout.





When the energy bar reaches zero, RIpley dies and the game's over.

'The best gun-busting fun around!'



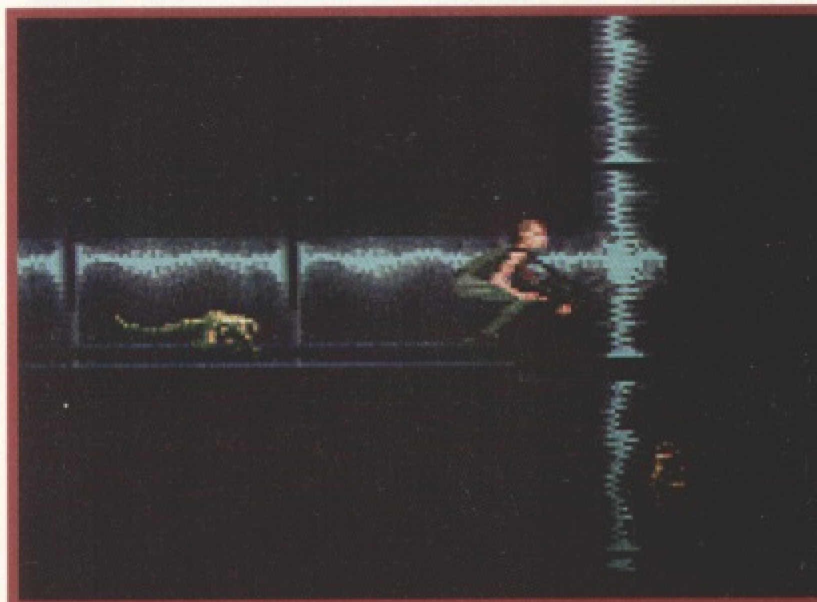
Carl

In many respects I was dubious about this game. After all, the film was the worst of the trilogy and there's the problem of their being no weapons — if there's one thing that that you need for a great shoot-'em-up it's guns and lots of 'em! Thankfully, I needn't have worried — Acclaim have really done a top job on combining the terrific setting of the film with the strategy and raw, kick-ass blasting of *Aliens*.

One of the outstanding points of the game is the great attention to detail — especially in the incredible backgrounds and the drawing and animation of the Ripley sprite — it's inspiring! The gameplay had me on the edge of my seat more than once, for this is no simple platform shooter — this has class. But best of all is the high velocity, high explosive, highly dangerous weaponry — I love it!

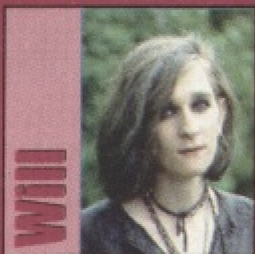
Everything is tailored to make this a number one game: there are six missions but you can tackle them in any order; you don't get hit a couple of times and croak it; there are no dead areas on the screen; Ripley has a vast array of movement and fire angles to cover all eventualities — the list may not be endless but it's very impressive! This is a classic blaster, an excellent platform-puzzler and the best reason to buy a SNES in a long time.

91%



Cramped and claustrophobic, Ripley crawls through the dimly-lit tunnels. Aliens attack from both the flooor and the ceiling, so be ready with your flame thrower.

'The best shoot-'em-up ever'



Make sure the power switch is off. Insert the *Alien 3* cart as described in your manual. Turn the power switch on. Scream '*@$£ me, look at those graphics!' and try not to faint. You got it, *Alien 3* has sprites and backgrounds no arcade machine would be ashamed to sport. Atmospheric, decrepit, futuristic space-hulk rotting on a backwater planet swarming with criminals. One look at the rust and stained metal sheet walls behind the tarnished chrome handrail says it all!

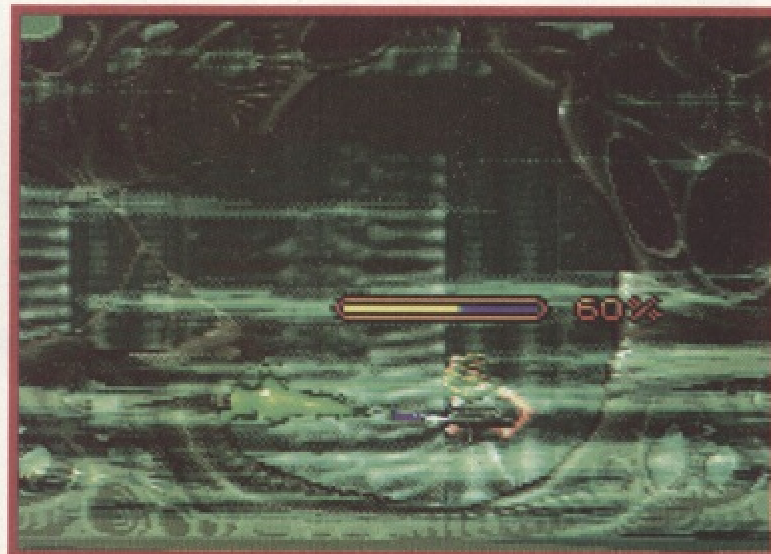
But, even with graphics like this, the programmers haven't neglected the gameplay. Many of the irritating little quirks found on other formats — most noticeably when you shot an alien it just kept coming — have been taken out, giving you more of a feeling that your weapons do have some power behind them.

The music is suitably dark and eerie, and just to harp back to those graphics, they're just as broody as the tunes. Ripley looks a bit distorted, like a cruel caricature, adding to the game's twisted future horror appeal. She runs fluidly, head craned forward, chin jutting out like she really means business.

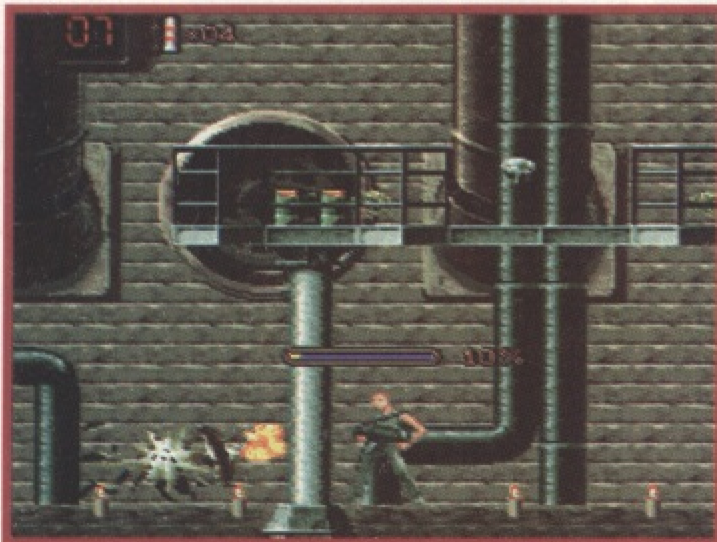
Atmosphere. It just oozes from *Alien 3*'s pores (do aliens have pores?) and slowly eats through the floor. Altogether, this game has much more of a sci-fi feel to it than the previous shoot 'em up Alien titles, complete with 'The Corporation' offering you missions (bit different from the film, but who cares when it's this good). Alright, so all the levels are similar, but I could never get bored of running around that landscape in my combats and skinhead.

To sum up, Alien 3 is a great game, and one to occupy sci-fi fans for weeks. If not light years. Gets my vote for number one shoot'-em-up no doubt!

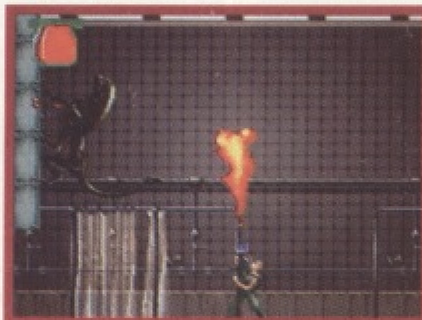
93%



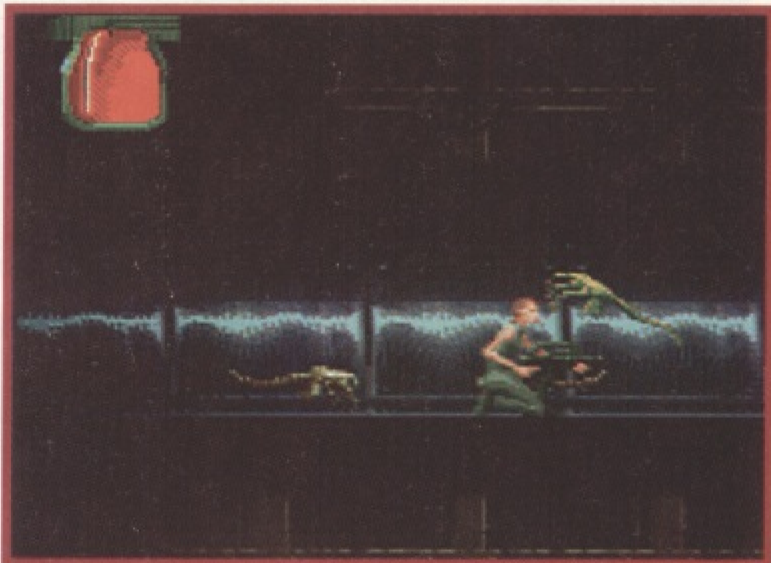
The alien planet in all its glory. Looking a the eerie mist and their dripping slime, it's no wonder the Aliens are happy here.



The outdoor scenes reflect *Alien³'s* mean and moody feel. The purposefully dark and dingy graphics ooze atmosphere.



This is Bugwash #12, the infamous room where the bitch hangs out. Blast her with the flame thrower.

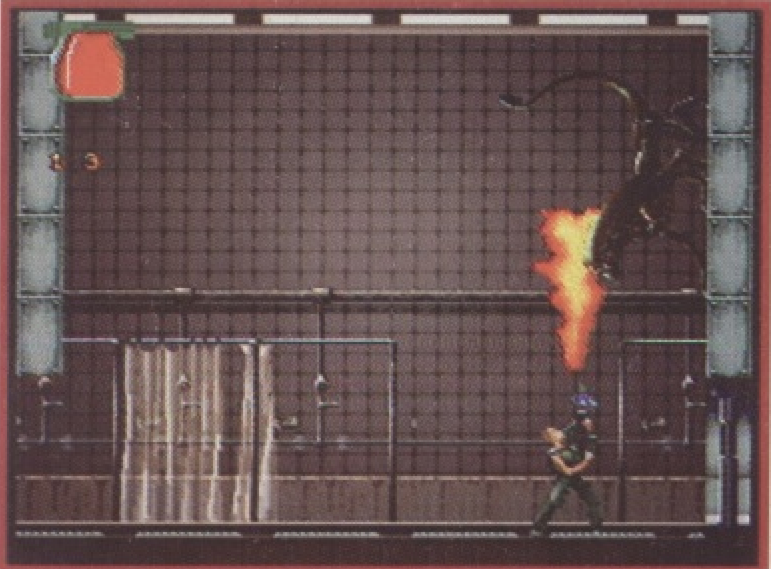


Ripley goes to work on some alien pods in the Heat it Up mission. Don't get too close or you'll end up with one one your face.

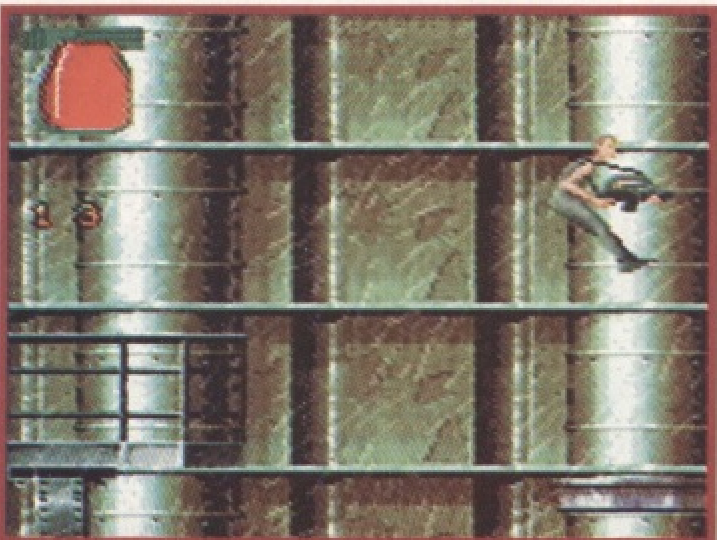


Above: Ripley in suspended animation. Below: Grab the first-aid kit quick The face hugger drains your energy.





Caption Caption Caption Caption Caption Caption Caption Caption Caption Caption Caption CaptionCaption





The best way to avoid aliens in the tunnels is to crouch low and keep firing.

The flame thrower is the best weapon for dealing with ground-level aliens.



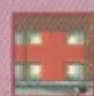
Alien Ammo!

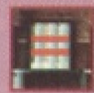
Ripley stands no chance on her own, so these pick-ups are essential. Essential, but unfortunately few and far between.

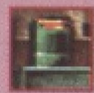

Bog-standard refill for your flame-thrower.


Stronger refill for flame-thrower, with a blue flame.


Wickedly fierce green flame-thrower upgrade.


These restore 10% of your energy.

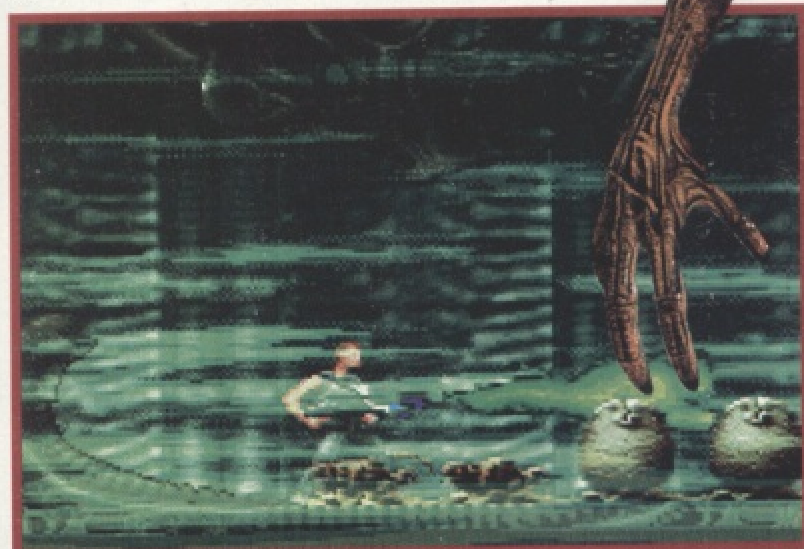

Get this for extra grenades for the tough mothers.


This uses loads of bullets, so these clips are a must.

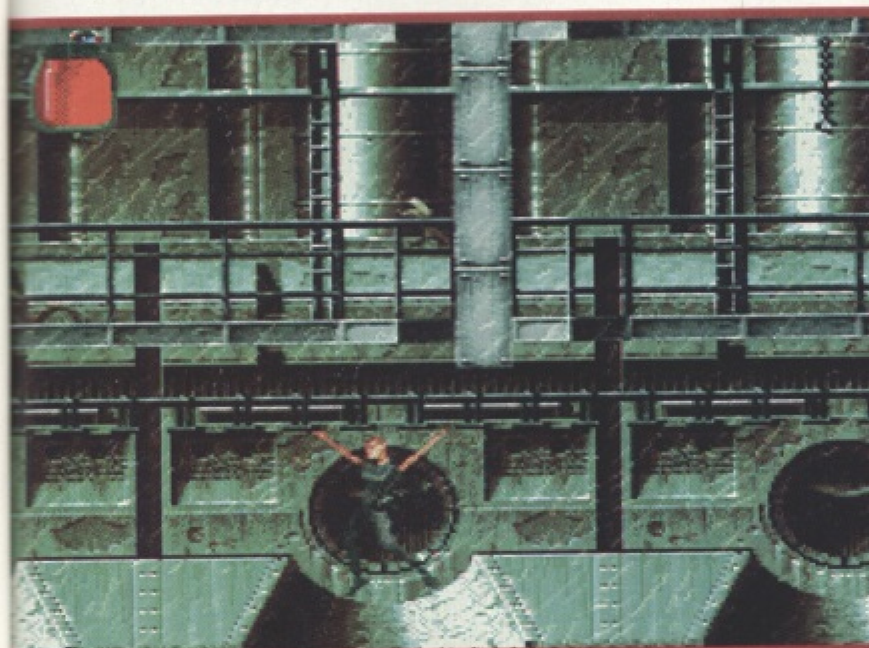


Just the ticket! You've found the best power-up of the game — the refill for the blue flamethrower.





The flame thrower is the best weapon for dealing with the alien pods in the Heat it Up mission.



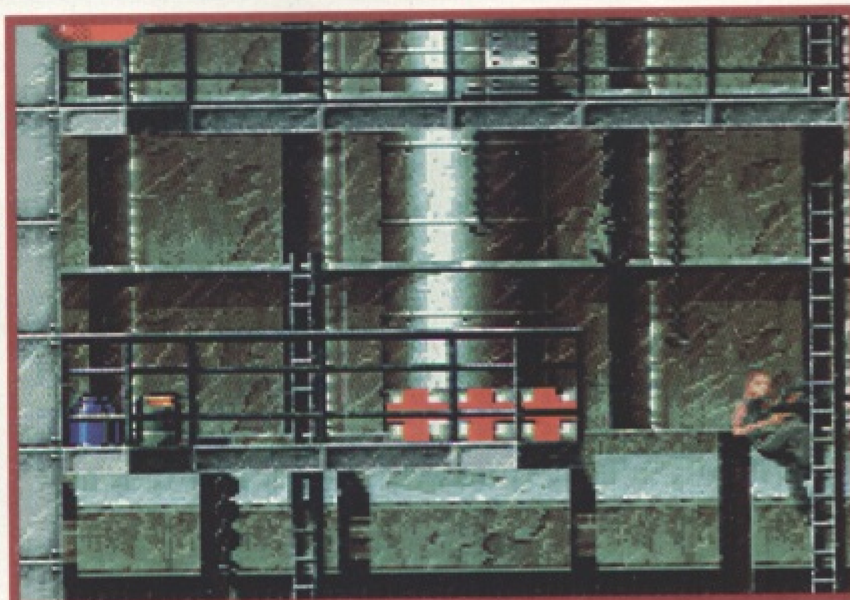
One of the most impressive features of the game is the fluid animation seen here in the monkey climb.



This quick snippet from the movie-style intro, highlights the ultra cool quality of the graphics. The animation is so smooth you could almost be in a cinema.

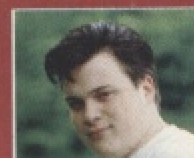


Just when Ripley thought she'd never see another Alien again, one just happens to be stowing away onboard her ship.



Throughout the complex are areas full of power-ups. Replenish energy by collecting the first aid packages and boost firepower with the ammo refills.

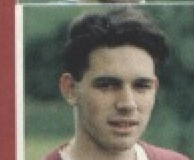
Final analysis



'Yes, the graphics and gameplay are cool, but unfortunately surviving doesn't get much easier!'



'A truly massive game! After a week's solid playing I've got a bit further — but not a lot!



This is tha kind of game that makes me mad! I couldn't play it at the start and I still can't play it now!

Final day score

Will — Easy level

FINISHED

SUPER LEAGUE

1 Alien 3

2 Super Star Wars

SHOOT-'EM-UP

Straight in at Number One — that's tough to follow. *Alien³* beats *Star Wars* in terms of lastability and sheer depth. A worthy champion.

Sound 85

Majestic tunes, metallic gun FX and Ripley's 'Ugh!' bring this majestical movie licence to life.

Graphics 94

Brilliantly-detailed backgrounds, with silky-smooth sprites and practically perfect parallax scrolling.

Playability 80

Good control method, but it's so tough to get past the swarms of aliens. Plenty of practice is needed.

Lastability 90

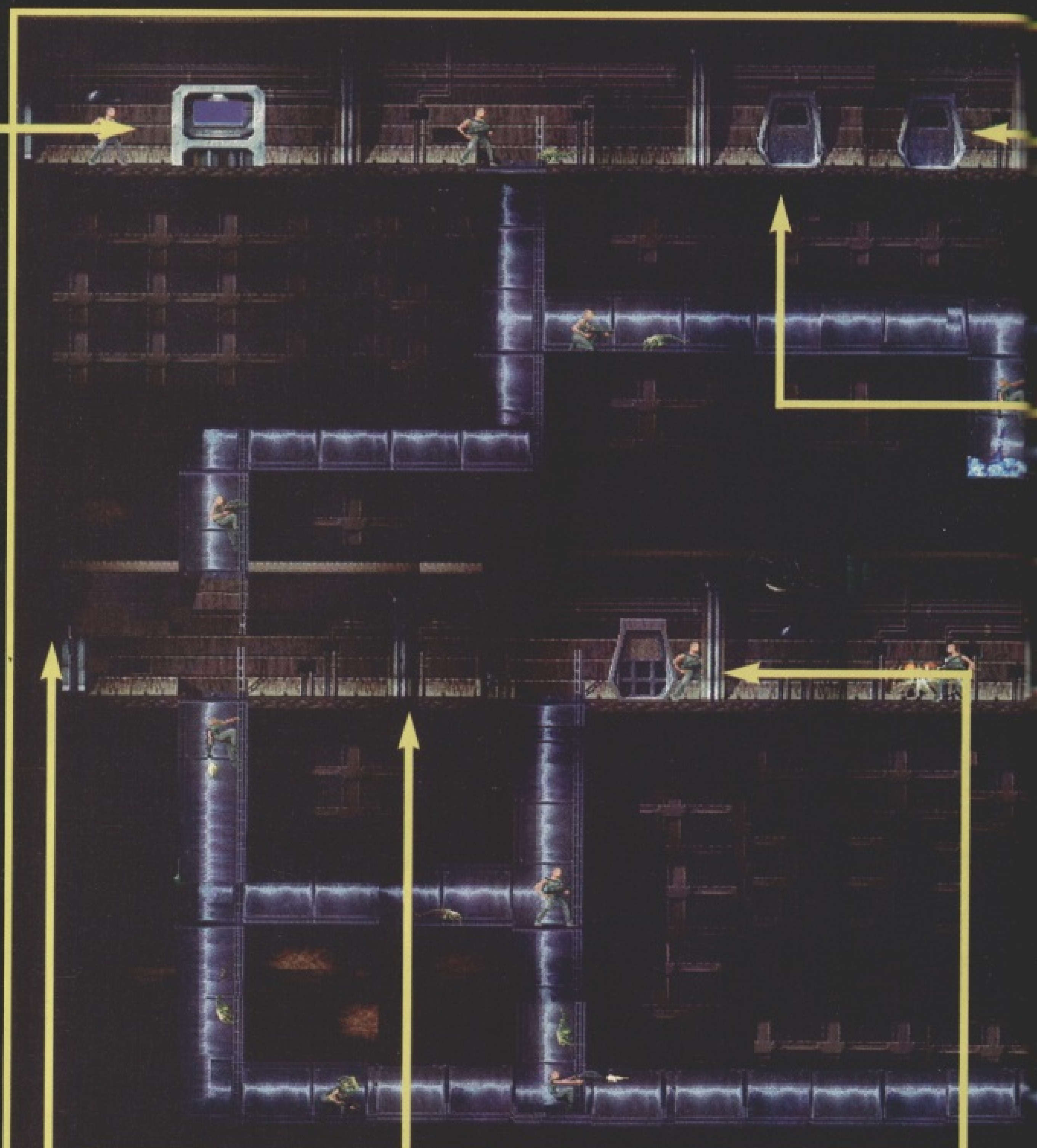
Will you ever reach the end? You may get frustrated first.

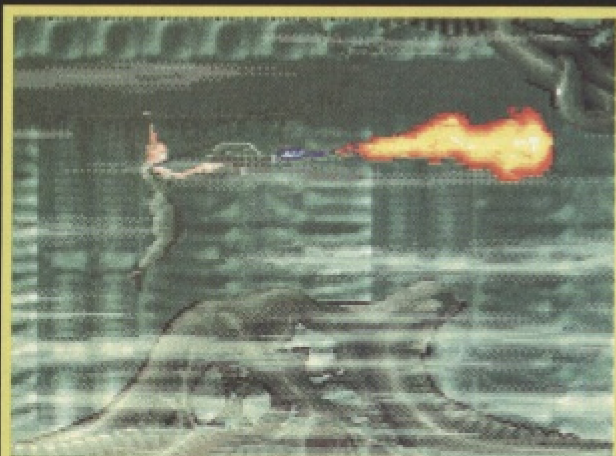
Force factor 92

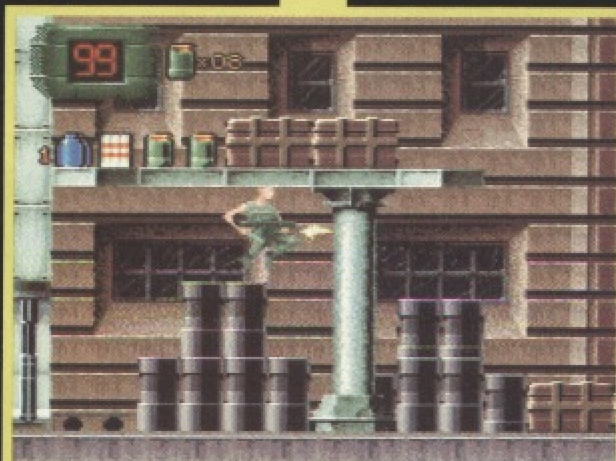
Classic example of how to produce a film licence — quite simply the best shoot-'em-up to date.

ALIEN³ special

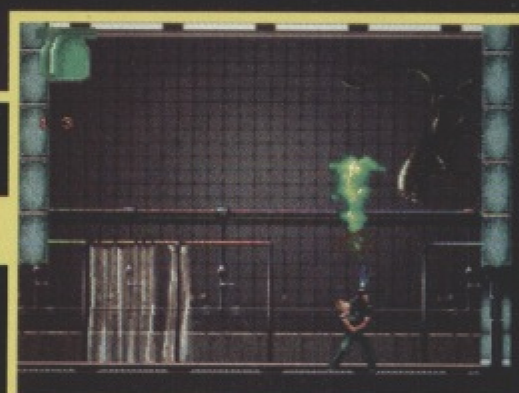
Welcome to our guide around the prison complex. We begin on these two pages with a tour of the central terminal before moving on to take a sample mission.

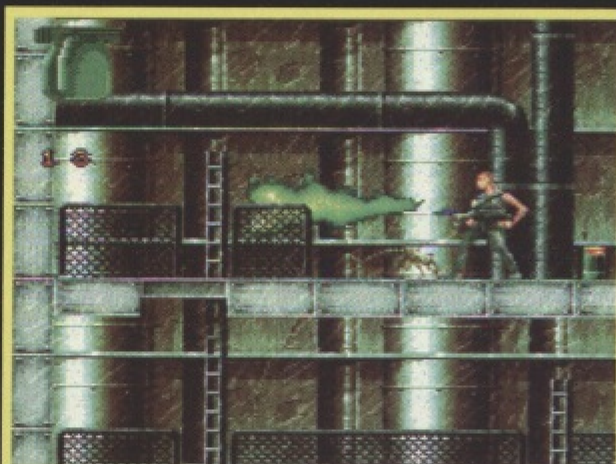


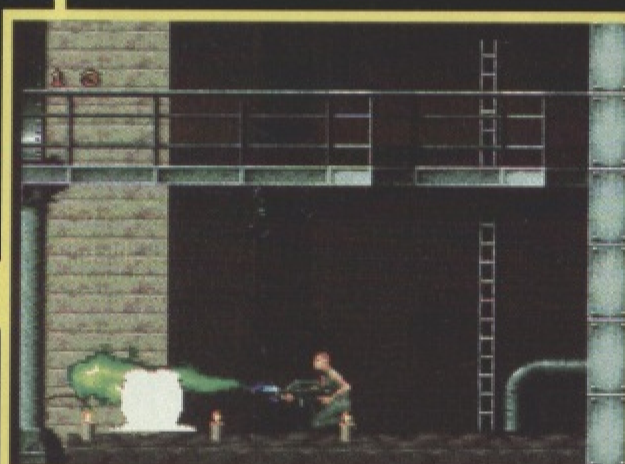

Alien Corridor #1

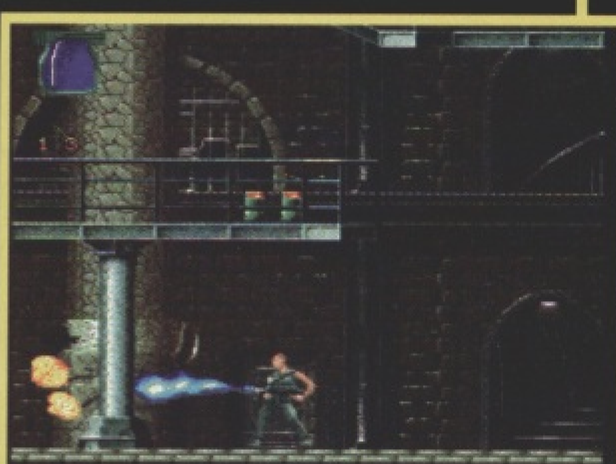

Weapons Room #11

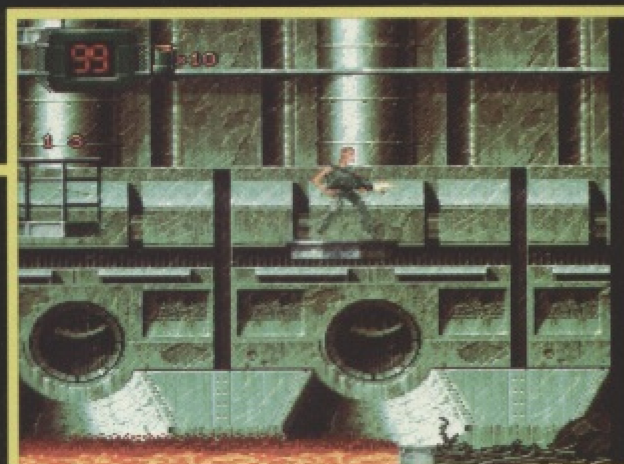

Medic Bay #9

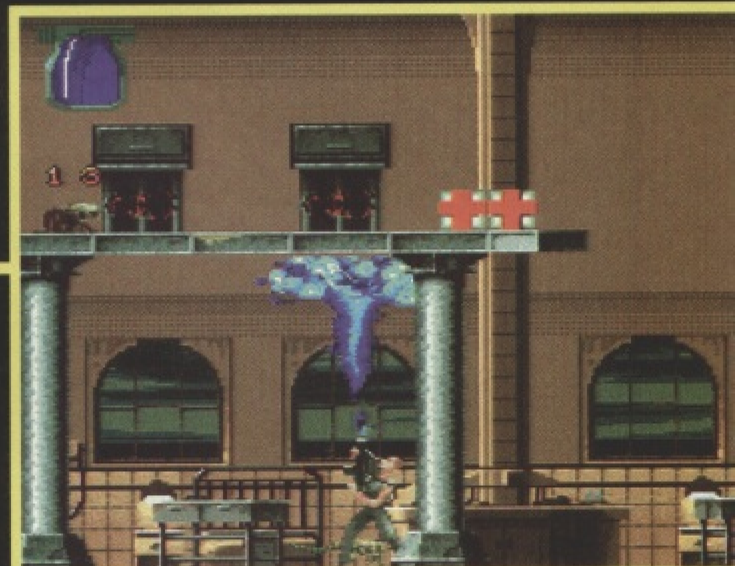

Bugwash #12

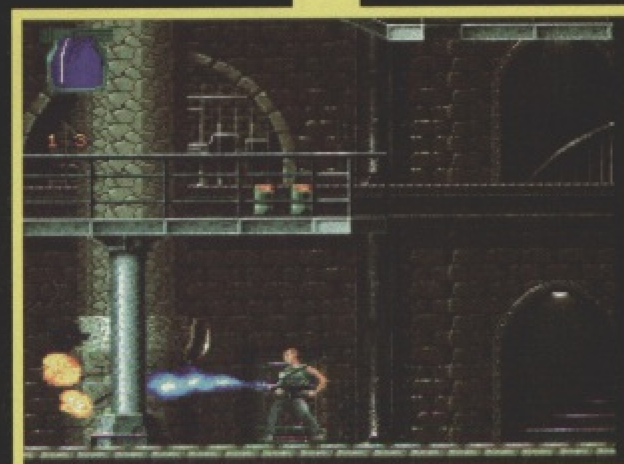

Waste area #3

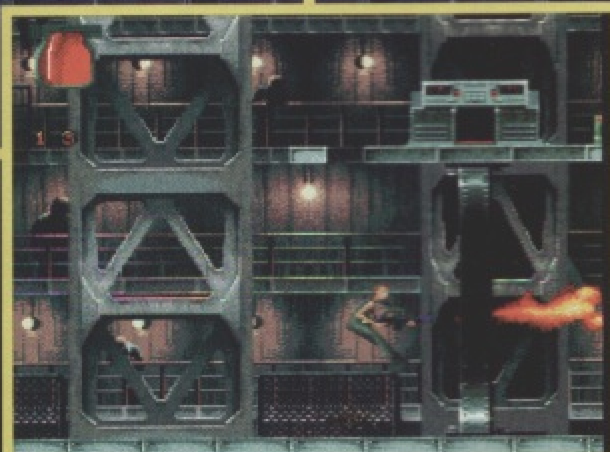

Mine Area #22


Cell Block #4

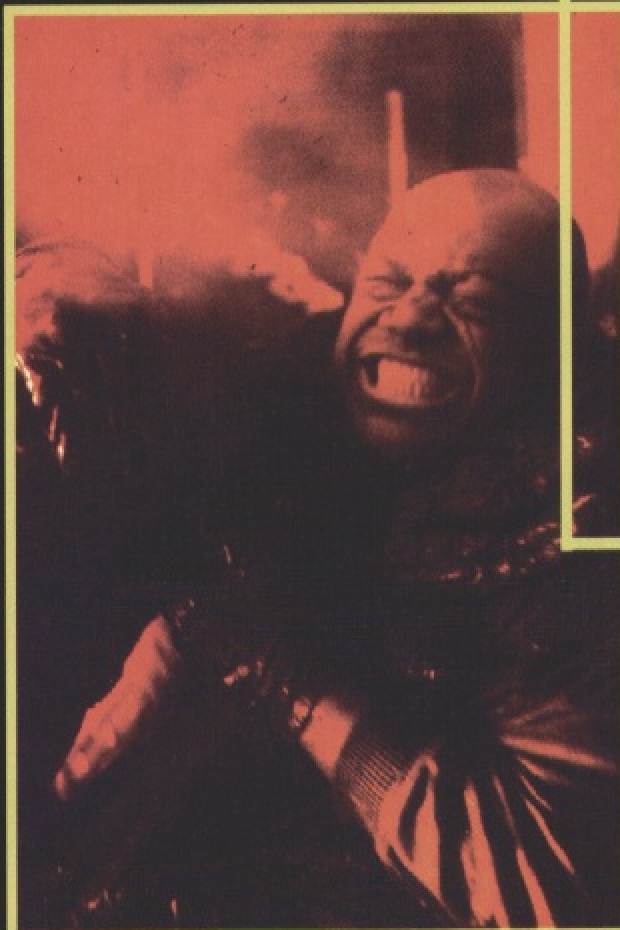

Level Name: Waste Area #2

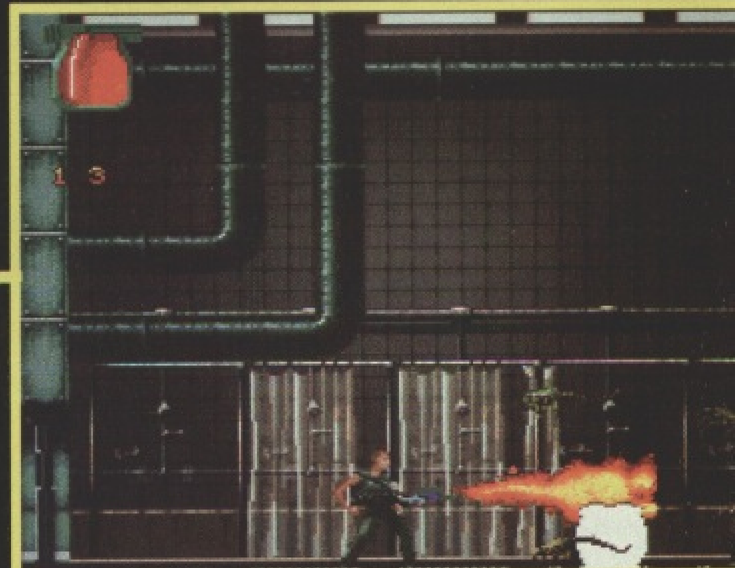

Medic Bay #8


Cell Block #4


Assembly Hall #1

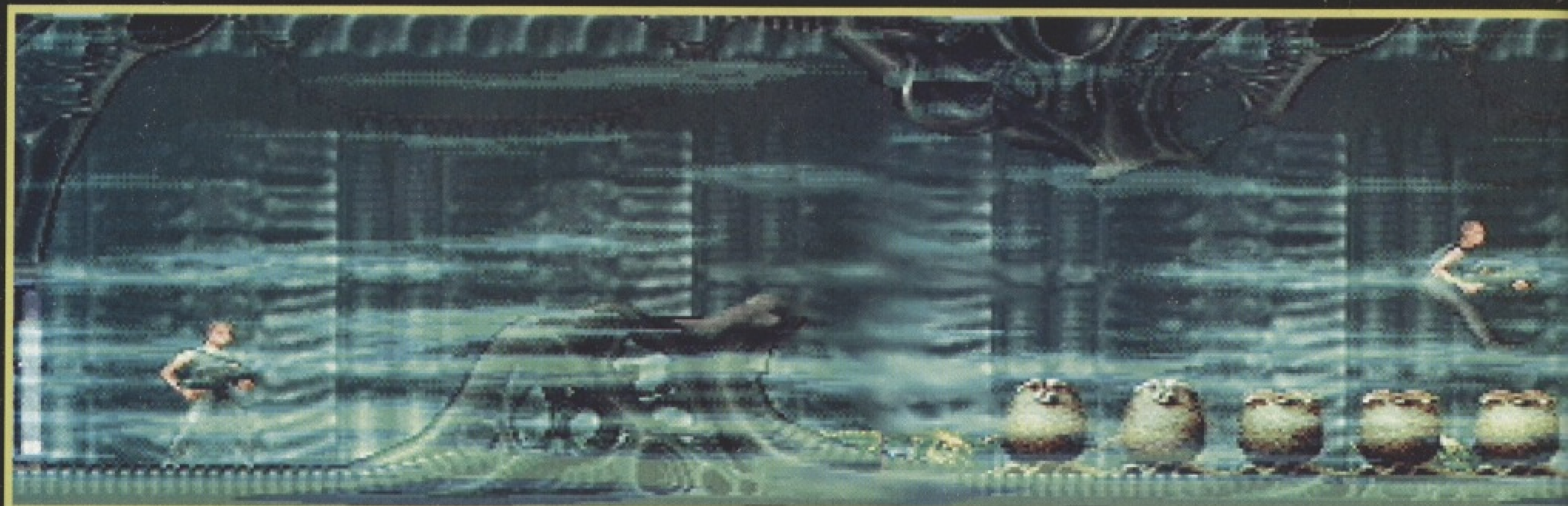

Cell Block #3

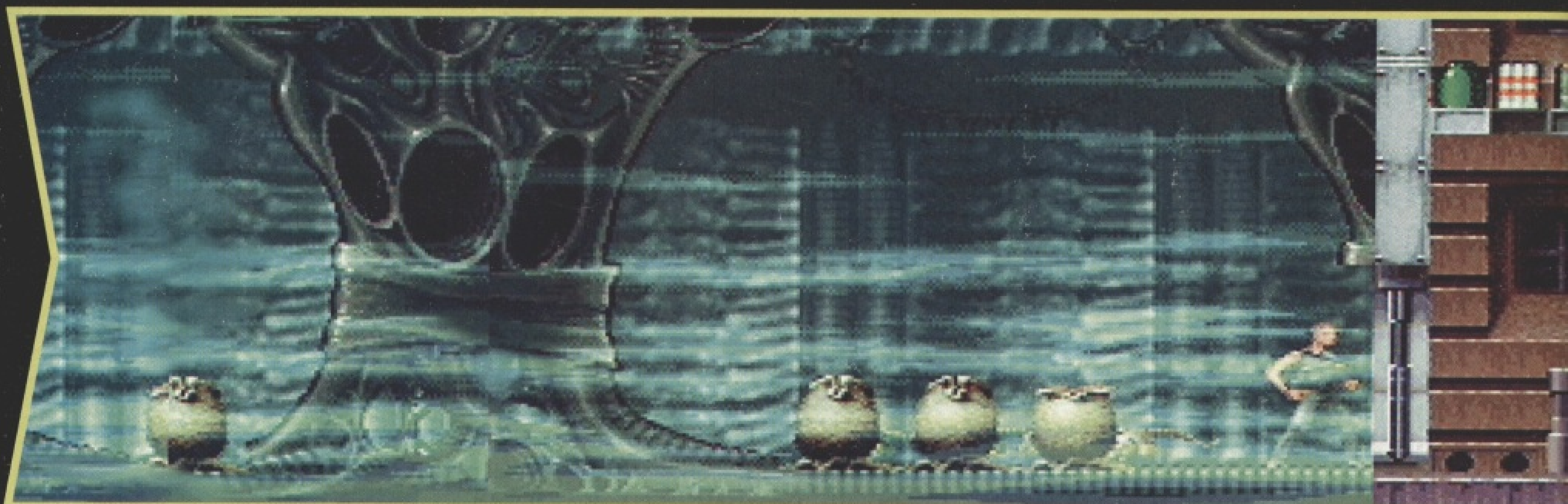



Bugwash #12

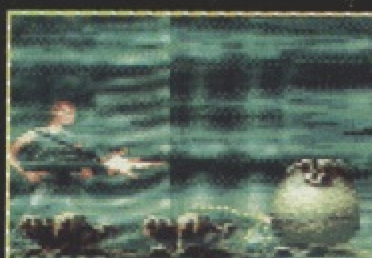

In certain areas of the corridor with a low, encrusted roof, you can blast while climbing along the ceiling.


When Ripley can't go aerial, keep close to the floor. Advancing slowly in a crouch is best.






The grenade launcher takes a long time to destroy the pods — even when you bounce the shells off the roof.


Ripley's pulse rifle may be the latest in rapid fire but it's just no match for the tough exteior of the eggs.



It doesn't take long to weld the door if you have the right equipment. Always keep an eye out for aliens while you are working.

Closed Doors

Things are getting a little out of control. The black-faceless-things-with-two-mouths have secured an entire corridor and if Ripley don't do *something* soon they're gonna colonise it totally and we'll have alien city on our hands.

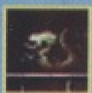
Her mission is to get to the end of the Alien Corridor, to Weapons Room #11. Easy for the computer to say, it hasn't got to fight its way past countless eggs and infinite face-huggers to get there. Once in Weapons 11 Ripley can take her fill of icons before re-entering the corridor and sealing the room off from the outside (using the welding stuff). This should seriously curtail the parasite's movement and avert a planet-wide epidemic of 'em.

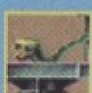
Closed Doors is last but one on the Terminal's list, and very tough indeed.

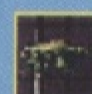
Meet the Aliens!

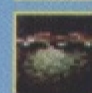

Dog Alien: Not your average rottweiler, this pooch spits acid blood. The scourge of postmen everywhere.

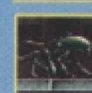

Hard Dog Alien: Essentially your basic dog alien, only with green highlights and an attitude problem.

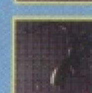

Buster: An evil little swine who just emerged from someone's chest, he leaps and spits.

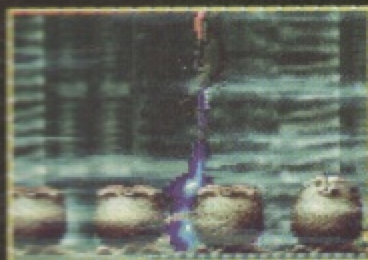

Hard Buster: Another 'teenage' spitter, only this one takes *ages* to get rid of.

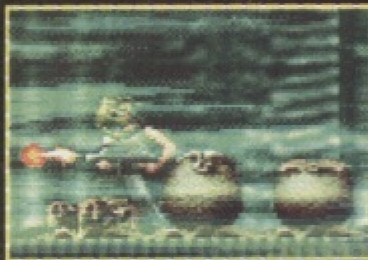

Hugger: The sort of nasty who'll sit on your face and squirm 'till you stop breathing.


Pod: A Face-Hugger who'll dazzle you with its green tints before apping your energy some.

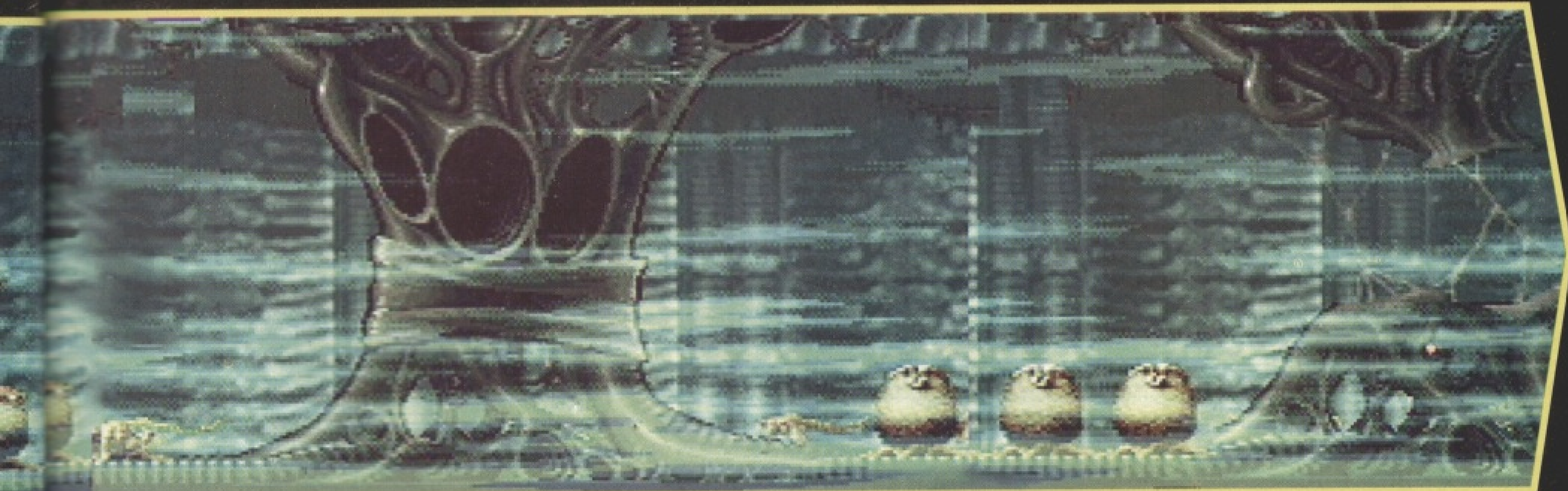

Alien: Your basic evil invader, found everywhere and no trouble for a couple of grenades.

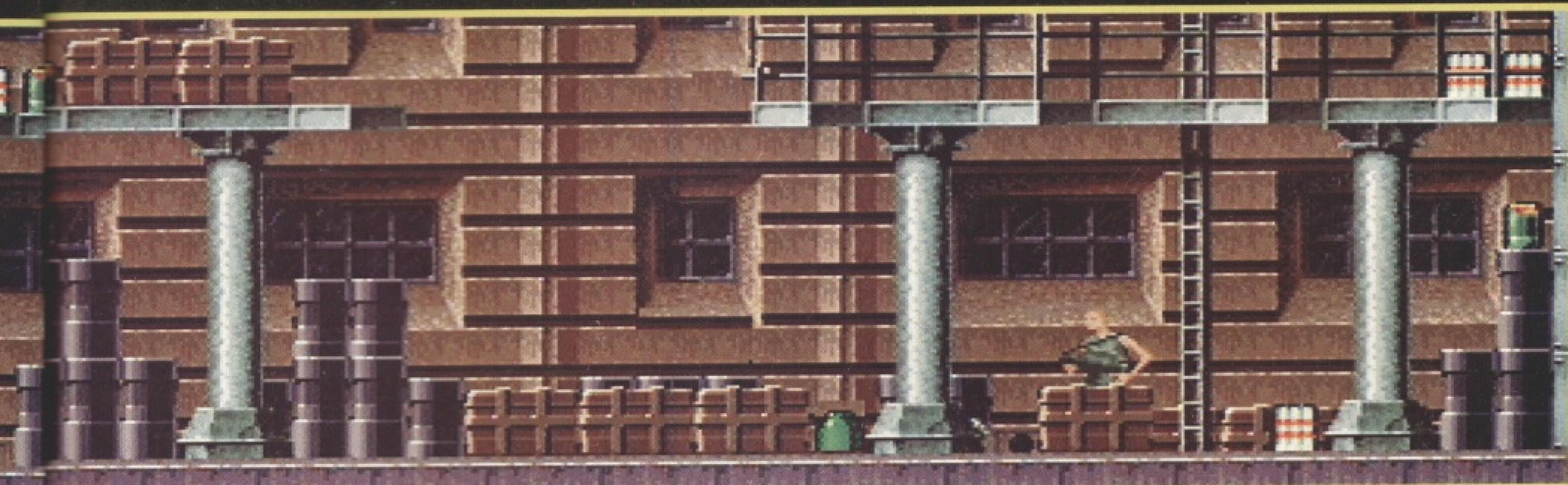

Big Alien: The sting in Power Plus' tail, this mother is one *big* bitch and it's in your neighbourhood!


The flame throwers are by far the most powerful weapon. Use them to blast the eggs.


The face huggers in this corridor are a little more nimble than their counterparts — splatter them immediately.

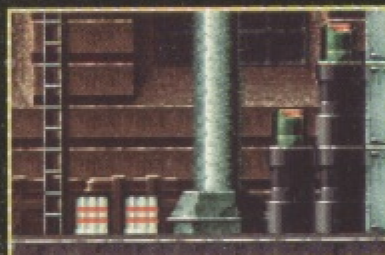

The best weapon of all is the blue flame gun. It's the most powerful and makes short work of these eggs.

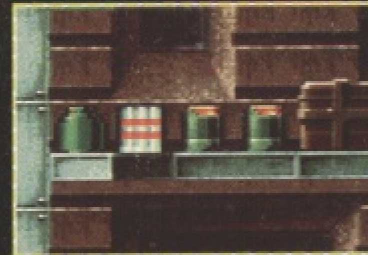




To complete the mission, exit the armoury and seal the doors. Ideally you need as much blue fuel for the flame gun as possible. Crouch outside the door, using the gun to superheat the door, then weld it shut.

It sounds simple but the tricky bit is finding the hidden fuel.


Fill up fast with automatic ammo, grenades for your launcher, flame fuel and first aid kits.


At the end of the mission you get a chance to stock up in the Armoury. Everything you need is here.

The complete guide to all those fiendishly-complex missions.

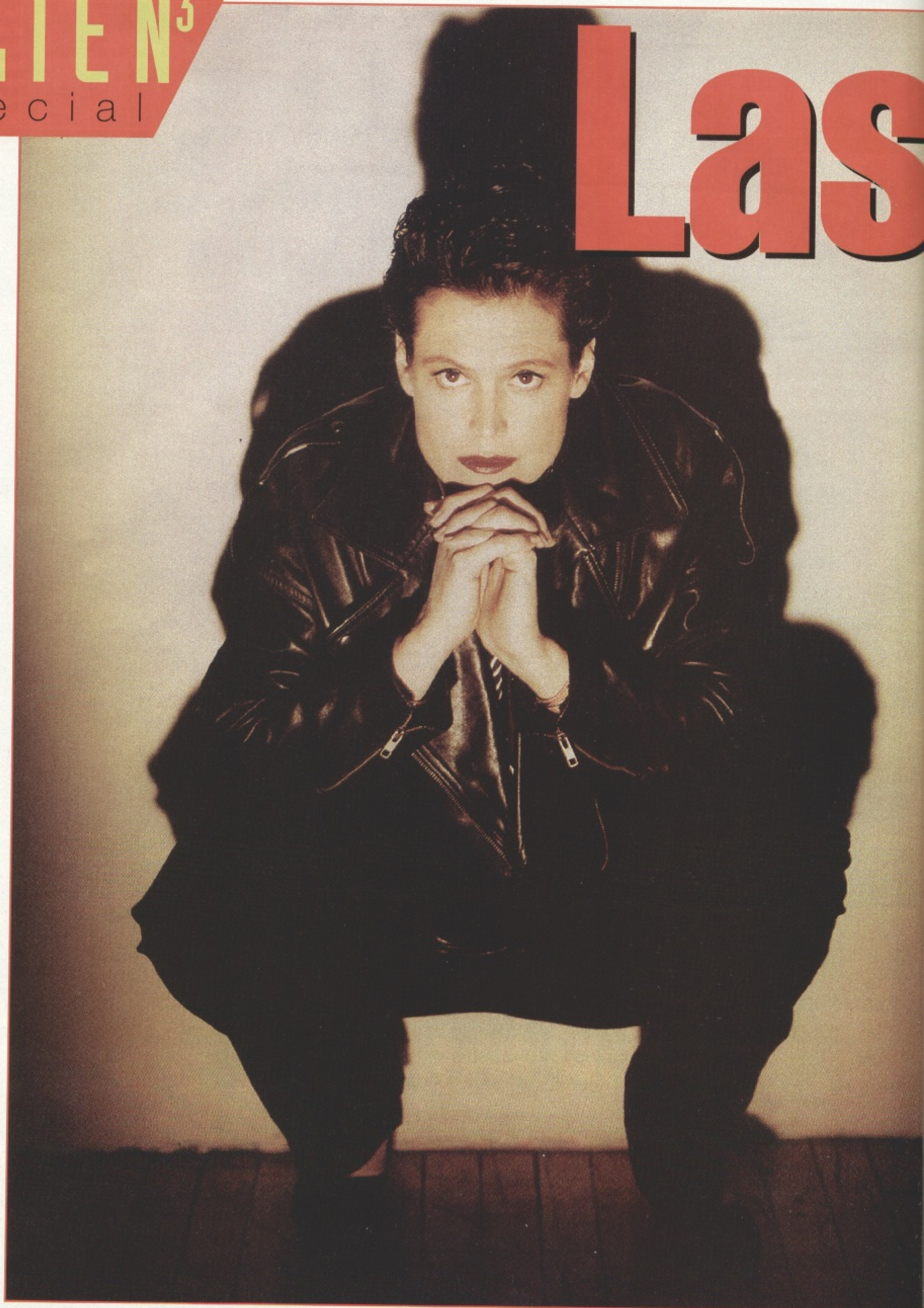
Your at-a-glance guide to each of the eight missions, and where to find 'em.

Hunt or be Hunted: Cell Block #3 Go through Assembly Hall #1 to Cell Block#3 and rescue the prisoners, then Cell Block #4 to do the same.
Pressure Point: Get down to Mine Area #22 and weld multiple pipe fractures.
Heat It Up: Get through Mine Area #22, into Waste Area#3 and gently heat the eggs under a medium grill and then proceed to do the same in Alien Corridor.
Power Link-up: Search Waste Area #2 to get the ignition unit, then get to Assembly Hall #1 to install it in the central heating thingy.
Crossed Wires: Waste Area #2 has several bust fuse boxes, so fix 'em!
Power Plus: More blown fuse boxes in Bugwash #12, and Medic Bay #9. And after that there's... well, you'll see!
Closed Doors: Sees Ripley in Alien Corridor #1, sealing a door shut to control their movement.
Total Control: Corridor #1 has a one door link to Waste Area#3 which must be welded permanently closed.

Now you know what to expect, the rest is up to you. Sigourney Weaver's taken time out between missions to give SNES FORCE an exclusive interview. Turn the page to find out why 'the bitch' may never be back.

ALIEN³ special

Sigourney Weaver talks...



t in space

Erstwhile leading lady of the Aliens trilogy — Sigourney Weaver — had doubts about appearing in the final movie. With constant screenwriter and director changes it sure was a bitch...

'I like playing women who are isolated from others,' says Sigourney Weaver, 'Women who are aloof from society. I've never wanted to play wives and mothers. Give me the role of a psychotic or a villainess any day!'

Her most famous role is of course that of Warrant Officer Ellen Ripley, full-time Alien-hunter and the thinking sc-fi buff's pin-up. As the sole survivor of the doomed spaceship Nostromo, she encountered the deadly Xenomorph menaces for the last time in the doomy, gloomy *Alien 3*. Though audiences didn't respond well to Sigourney's swansong movie, the 42-year-old actress maintains that the film turned out exactly as she had hoped it would. 'We all gave it our best shot,' she shrugs. 'But the pressure was too great to equal the commercial success of the previous movies.'

According to Sigourney, there wasn't any given time when the *Alien* masterminds just said, 'Oh, let's just do another one.' Instead it was a very slow process and a long struggle to get the project going in the first place.



'Clearly, audiences wanted more after the huge success of *Aliens*, but we approached it with a great deal of trepidation because the first two movies were so successful and so well done, and everyone was worried that the third would not measure up to the high standards set by Ridley Scott and James Cameron. It took a long time figuring out what story we should tell and what elements we would try and duplicate.

'We all decided early on that Cameron had done guns so brilliantly it would be best not to reprise that aspect, only when we could come up with an original idea and a wonderful director to match did we all agree to go ahead.'

According to Sigourney, 20th Century Fox approached Ridley Scott to direct *Alien 3*, but he was busy with his Columbus epic, *1492*. Instead they found that wonderful director in Vincent Ward, the eccentric and hugely-talented film maker who made the much-praised medieval fantasy. *The Navigator*. He set the film on a prison planet, stirring in lots of religious themes and an unusual Gothic atmosphere.

'Ward's concept was very original, and an arresting one as far as I was concerned,' says Sigourney. 'But for various reasons he felt he could not stay with the production. To be frank, I think he never really wanted to make an *Alien* picture in the first place. There's a big *Alien* responsibility aside from just telling a story. Perhaps he didn't think he was up to the demands. I don't know...'

Young blood

A replacement was eventually found in pop video director David Fincher, who was very young, but keen to tackle the enormous responsibility. 'The directors have always been the stars of each *Alien* movie, really,' states the actress, 'and until we found the right genius, the *Alien 3* project never felt set. Only when Fincher appeared did we feel we were in good hands.

'The first words out of his mouth were, 'Shave Ripley's head!' And I knew instantly he wasn't going to be a quiet and undaring director. To be honest, I was busy having my baby, Charlotte, during the elongated pre-production period, so the longer it took, the happier I was.



We all gave it (*Alien 3*) our best shot... but the pressure was too great to equal the commercial success of the previous movies.

'David Fincher's background is in special effects,' she explains. 'He worked at Industrial Light and Magic for years as a matte painter. And to make this type of movie, you need that kind of specific knowledge and willingness to pay attention to small details. Although *Alien 3* was his feature debut, he'd shot hours of rock video film. We looked at his whole body of work.

'However, David being an unknown was the least of our problems. Remember that Ridley Scott had only directed *The Duellist* before he did the original *Alien*, and James Cameron really only had *Piranha 2* before *Aliens*. Are those any better qualifications for making an *Alien* movie? Fincher was great to work with, and very funny on what was a difficult, freezing, uncomfortable set at Pinewood studios.'

A close shave

Sigourney insists she had few misgivings about shaving her head for the role. 'There are loads of strange haircuts in England anyway, so I didn't really get that much attention on the street, even though I was a six-foot-tall bald woman! My husband (theatre director Jim Simpson) was very supportive. He told me he liked it. But after my hair had finally grown back, he admitted he hated it. My daughter tried not to look at me. But she didn't have any hair either! I found it liberating. None of the cast had hair so it was an indentifying mark. If you were bald at Pinewood, you were in the picture.'

Some critics of the movie have unkindly suggested that because the cast are all bald it makes it hard to tell the characters apart. 'I totally disagree,' says Sigourney. 'It was a story point. The planet was infested with deadly lice, so everyone's head had to be shaved. I felt it made people's faces jump out more and focused on their vulnerability, audiences are given enough to indicate who they are.'There was some religious stuff we shot that didn't make the finally cut (prayer meetings, etc) showing them in their world more. But that communicates itself well, I think. People know what to expect from the *Alien* tradition and it didn't have to be dwelt on.'

As for the cast of British performers, Sigourney thinks that the actors' regional accents pose more of a problem for British audiences than for the Americans.

Loving The Alien

Early press reports stated that Sigourney refused to sign on the dotted line until she was paid £2.5 million (she only got £18,000 for the first *Alien*) and was given complete script approval. She explains, 'What I actually said was that I love the character of Ripley and want her to do something she hasn't had the chance to do before. Certain things are built into an *Alien* script: Ripley has to say, 'There's an Alien here' and no one will believe her. Within that framework I wanted Ripley to have a different set of circumstances and the writers came through brilliantly.

'For a long time in *Alien 3*, she's the Alien herself — despised, feared and outcast. That's the one reason she's not afraid of these men. The system has thrown her onto the garbage heap as well. The whole idea of starting life again by having a love affair with Charles Dance and making her deal with her illness and mortality was all new material for me, which I found extremely challenging. Selfishly, I wanted those new challenges to interest the actress within me while adhering to the basic storyline.'

According to Sigourney the third *Alien* movie is all about motherhood. 'With regards to the sexual politics and possible AIDS analogy, it's not for me to say what themes people see in this movie,' she says. 'While it was hard not to think of AIDS while shooting the picture, that goes for every movie in general these days. Motherhood is the through-line. It was Fincher's idea to make the ending a tender, not brutal one. It may be an Alien Queen foetus that Ripley is carrying, but it is still her child. I wanted to be a mother for a while until I was successful at it. And I wanted Ripley to have a normal life as much as possible.

'That tension between normalcy and clearly not being able to have it brings Ripley into an intimacy with the Alien that the writers and I talked about a lot. The irony was never lost on me. Ripley had a daughter and she lost her, Net was her surrogate daughter and she lost her too. Now she carries a third 'daughter' within her and it costs her her life.'

Alien Nation

Sigourney's co-producer credit on *Alien 3* entitled her to a further three percent of the film's worldwide profits, but it also meant that she had to get involved in some important production decisions. 'The pressure from the studio was the hardest,' she sighs. 'I'd be on the telephone practically every day asking them to reduce it and give us more breathing space, because we were under enough strain as it was.'

The film's most controversial scene is the bleak ending, but according to Sigourney it's not such a big deal. 'What you see is what you get,' she shrugs. 'Sure, the climax did resemble *T2*, but we didn't change it. We got wind of the *T2* ending just as we started principal shooting. We smuggled a copy off the set and read it. In the earliest script draft, Ripley just took the slime dive. But eventually it was felt that *Alien 3* had to finish with the two most powerful icons of all three movies taken as a whole - Ripley and the chest-burner. We decided that would be *Alien* enough and couldn't be related to any other film.

'Vincent Ward had an ending where Ripley choked up the foetus, got back into a space vessel and went away. I though that was ridiculous. There was something very depressing about her heading off in a shuttle again. The ending as it stands seems to me to be the correct one. Survival has lost its allure. This is her destiny, she she saves the world. She kills the last Alien. She makes the right choice.'

In the end she says that what she admired most about the character of Ripley was that she is so cool-headed and never panics. 'She never thinks about what could go wrong, and has been such a privilege to play because she is totally different from me. She's a comforting presence and great company. I'll miss that. But there's only so much bad luck a person should have, and she has reached her limit!'

While Sigourney's *Alien* involvement is over on the acting side, she may yet co-produce the next sequel. Twentieth Century Fox definitely has a script for an *Alien Vs Predator* spin-off, but that may have to wait until other avenues are exhausted.

She concludes 'There are so many strands to explore. What is the Alien doing wrong? Where does it come from? What does it want from the human race? How does it communicate? I'd like ti see all these ideas developed. To my mind the Alien image is anything that terrifies each of us on a highly personal level, manifested as the ultimate indestructible nightmare? ■

Two & Mouths No Face!

You've read the review, gasped at the maps, gawked at the "theme park" feature and marvelled at the free tickets. You must be totally in the grip of alien fever by now. You're hanging out for some stupendous *Alien 3* merchandise, we *know*. You want really cool collectibles, stuff that really stands out. Well, what else would you expect from SNES Force, but competition prizes that do just that.

We've been all the way to Hollywood to get you some freebies- (alright then, the nearest cinema to steal you) two whopping great, gigantic *Alien 3* cut-out board things. You know, the ones that stand up in the foyer of your local flicks.

What fun you can have with these attractive yet practical give-aways — leave one behind the front door and scare the pants off the postman. Or place one at the foot of Granny's bed and recieve your inheritance early. The possiblities are endless…

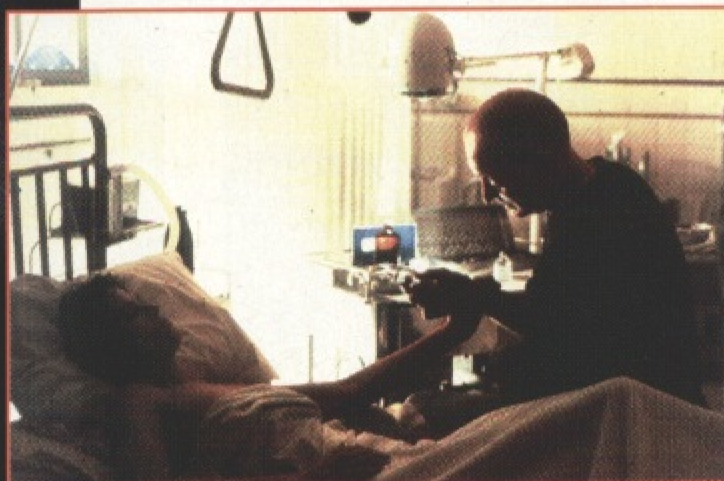
And it seems our generosity knows no bounds because we're also giving you the chance to own one of 10 *Alien 3* videos and 20 mean and moody T-shirts.

For those of you overcome with alien-lust, let's hear that again. The prizes are…

- **Eight copies of the *Alien 3* video**
- **Eighteen *Alien 3* T-shirts**
- **Two sets of the video, the shirt *and* the giant, stand-up cardboard thingy.**

What more could you ask for? Okay, we did *try* to find some real alien costumes, but the one-off piece of movie history market is a little flat at the moment. Sorry folks.

Still, the prizes we have are parasitically perfect, and so deserve some genuine mental effort to win them. In true Krypton Factor spirit fill in the coupon with all your details, get your parent or guardian to sign it if you're under eighteen, place it in an envelope addressed to SNES FORCE at Two Mouths and No Face Compo, SNES FORCE, Impact Magazines, Ludlow, Shropshire SY8 1JW. You have two minutes, off you go!





1. The evil Alien in the films has two what?
a.Mouths
b.Heads
c.Bananas

2.In *Alien 3* they cross-bred the Alien with what?
a.A Mega-Drive.
b.A Dog.
c.Lynne Faulds-Wood.

3.Aliens have what for blood?
a.Mars Milk Drink.
b.Acid.
c.Cider.

4.The thing that leaps from pods is called what?
a.Leg-Rubber.
b.Bum-Rapper.
c.Face-Hugger.

Name..

Address..

....

....................................Postcode....................................

Age..

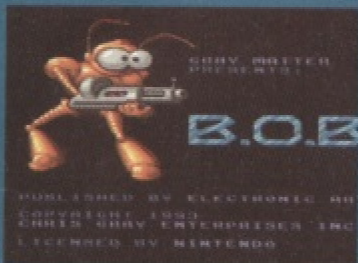
If you're under 18, please get your parent/legal guardian to sign this:
I consent to my son/daughter recieving a copy of *Alien 3* (BBFC Cert 18) if he/she is a winner in this competition.

Signed..

Relationship..
(eg. mother)

Our editor has highly corrosive fluid in his veins, so his decision is final. No correspondence will be entered into because he's too busy erupting from people's chests.

If you don't want to recieve mail from other companies please tick this box ❒



Shoot-'em-up

Producer........Electronic Arts
Supplier..........Electronic Arts

Price..........£39.99
Status........Official UK release

Players..........1
Lives..........3
Continues..........Infinite
Extras..........Password system

What the makers say...

'*B.O.B.* is our first original SNES product. The loveable alien has more pedigree than Crufts. *B.O.B.* top gamers recommend it'.
Dave Wilson EA ■

Controls

(green button)	Shoot
(yellow button)	Jump
(purple button)	Punch
(red button)	Remote
L	Nothing
R	Nothing

First impression


Gripping from the start, I just can't stop playing. It's excellent — psych!


The graphics are excellent and sound is great. Seems easy!


Looks like my sort of game — platforms, big guns, and cool graphics.

First day score

Charlie Level 8

LEVEL 8

B.O.B.

B.O.B.'s a happy-go-lucky dude — a fun lovin' teenage robot with a laser gun for a right arm. But when his blind date turns into a nightmare, he gets more of a surprise surprise than he bargained for!

B.O.B.'s the kind of robot that's into havin' a laugh with his mates, hanging with the babes, avoiding the crushing authority of his dad... and playing rock 'n' roll — loud! But the action's a bit dead on his home planet so B.O.B.'s mates set him up a blind date with a mystery female android from Alpha Centauri. Relunctantly, his dad handed over the keys to the vintage convertible spaceship in the garage.

But as B.O.B. sped toward his romantic liaison — soft-top down, stardust blowing through his antennae — he crashed into a passing asteroid. Most uncool!

Picking himself up from the wreckage, our hero finds himself on the hostile planet Goth with only hours until his date and an awful lot of explaining to do.

Even taking a few minor problems into consideration, B.O.B. is still the best platform game for a long time.

B.O.B.'s your uncle!

The aim of this one-player game is to escape Goth, via hidden orange teleporters, in time for the date with the robo-babe. Go for points by wasting everything that moves but don't expect any extra lives for a mega high-score — it ain't that easy.

Our young android hero can pick up extra weapons for his gun arm (make those Goth deviants eat big blue spray-laser, with a side-order of heat-seekers), and six different power-ups called remotes: Flash temporarily stuns the enemy, while Shield gives limited invulnerability. A grenade-like explosion comes from the Floating Bomb remote. To reach hidden platforms you need the trampoline. Find yourself hurtling towards the ground? Call on your Umbrella to slow the descent, or the Helicopter Hat to fly you back to where you were — you've got to find them first though!

If you miss just one extra weapon icon, you're likely to run out of ammo; B.O.B. can call on his good old right hook — although he has to get real close to use this powerful punch.

Give me strength!

B.O.B. replenishes his energy bar by picking up life-giving icons or by entering a recharger. These revitalizing stations are small doorways sunk into the walls of some levels — they are few and far between though. And with all action against the clock, most levels are tough to navigate and absolutely massive.

Unfriendly aliens lurk around every corner, with the occasional big bad boss to back 'em up. Even with infinite continues, three lives per continue *and* a password every three levels this is no push over — a platform blaster to keep any rock rebel quiet for hours. ■


B.O.B. floats down to Goth gracefully with the help of the helicopter hat remote. Go, go, gadget brolly!



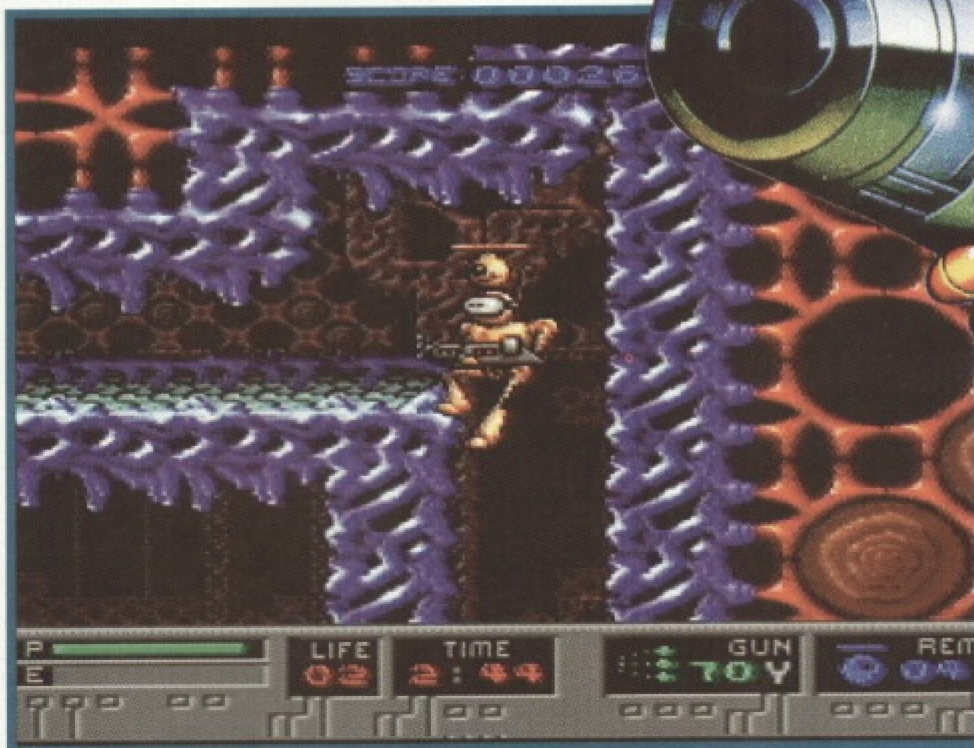
The pause screen, cunningly disguised as a weapons select and a general information screen.



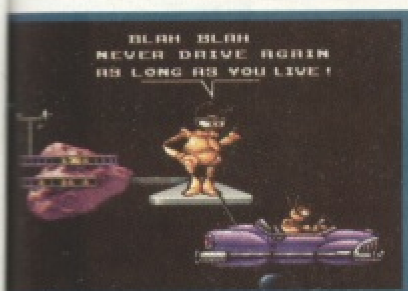


Above: after completing a level B.O.B. celebrates with one of his corny one liners.

Far right: dodge the giant silver ball or B.O.B becomes F.L.A.T.



I wish I could fly... woah! This is B.O.B.'s 'copter remote — perfect for reaching the parts others can't reach!



Bob sets off for his date in his dad's vintage convertible

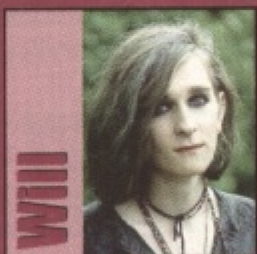


The stereo's blasting and everything is cool until…



CRUNCH! He crashes into a huge asteroid. Uh, oh! Now he's in trouble.

'Totally cool. Psych!'



Will

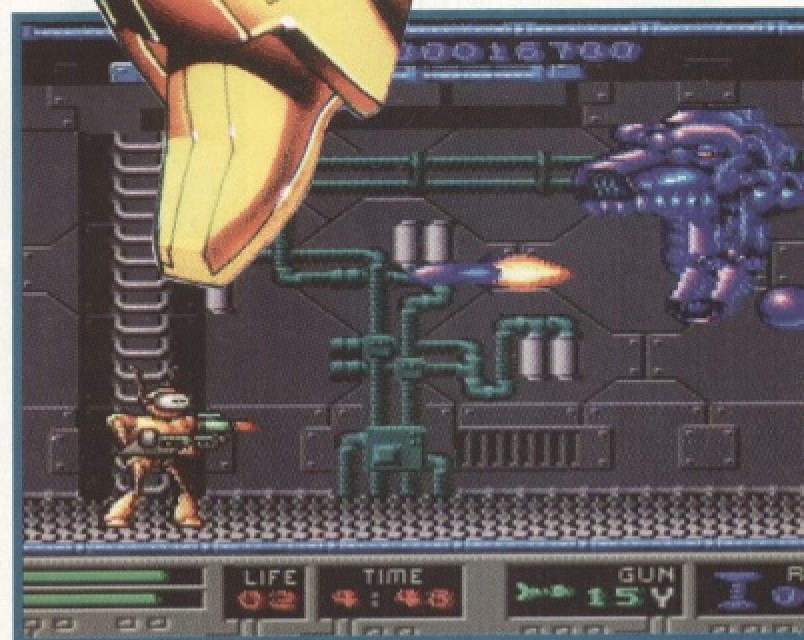
B.O.B., he's nothing to do with my haircut, and he's flippin' great. The first thing you notice about this game is the hilarious intro sequence. I really love the off-beat humour that accompanies the action — every time B.O.B. completes a level or bites the dust he spouts real corny one-liners such as 'B.O.B.'s your uncle' or 'Psyche!'

Cut to the action and you're stunned by the clearly-defined graphics, and the bright but not bawdy colour-scheme. B.O.B. loves his music, and the soundtrack reflects this with loads of twiddly little spot FX on top of a boppy back-beat and wicked explosions when you waste those Goths.

However, B.O.B.'s only a robot, after all, and not perfect. There's only two styles of level, making this extremely long game a bit repetitive after a while, not helped by the fact there's no variation in gameplay either, apart from the race level in your bubble car. What's more, you only get a password every three levels, resulting in tedious re-doing of the previous two when you lose a continue.

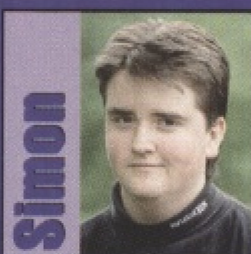
But those are just irritating little quirks and don't detract from the genuine enjoyment gained from an afternoon spent in the company of B.O.B. I'd recommend this to anybody!

85%



The best way to defeat the first boss is to shoot rockets from halfway up the ladder. If you run out of rockets, blast him with fast triple shots from the floor.

'One of my favourite games ever!'



This must win some sort of a prize for the most bizarre name of a game for quite some time, what it stand for I have no idea but to be honest I don't really care — with a game this good names aren't important!

In terms of format, *B.O.B* is basically a pretty standard platform game with the usual weapon power-ups which include lasers, flame throwers and the like, but the one thing that stands out is the size of the game — it's huge to say the least! Controlling B.O.B. in the multitude of multi-directional scrolling levels is a piece of cake but finding the teleporter certainly isn't. There are loads of weird and wonderful nasties all hell bent on poor old B.O.B. immediate destruction.

The graphics are very good with some excellent animation on the main character. The backgrounds vary considerably from level to level and are all very well presented. The sounds are cool and the spot effects deserve a special mention — the gun fire is excellent and really helps enhance the game overall appeal.

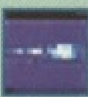
The only weak point is the control method, B.O.B. can't fire into the top diagonal directions which is frustrating if you need to kill a nasty before you get directly under him. I also had a few problems with the password system which only works every three levels It's annoying if you complete two levels, die on the third and have to repeat the first two again but it certainly adds to lastability.

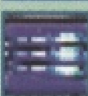
Even taking these minor problems into consideration, *B.O.B.* is still the best platform game I've seen in a long time. Its good difficulty level, excellent array of power-ups, super graphics and spot on sound make it a worthy addition to any SNES owners' game library.

89%

B.O.B's Explosive Bits

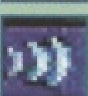
Although B.O.B has a self-cleaning, fully-automatic gun arm, he starts out with really weak ammo (it's always the way). Here's those essential upgrades...


Single shot: totally useless starting pistol. Upgrade straight away.


Triple shot: the best weapon, it spreads blue laser death. Dead sexy.


Flame Thrower: ideal for killing pods and 'head-huggers.'


Rocket: a homing missile. Useful for nasties that shoot back.


Wave: deadly giant blue energy field. You only get a few with each icon.


Bolt: intense single shot. Devastating but — you only get a couple.



Save your rockets, they're essential for seeing off tough level guardians. Take aim, then blast it!


Crashing his dad's vintage convertible spaceship is a real out-of-body experience for B.O. B.


Each level B.O.B. completes takes him one step closer to escaping Goth and making his date.


Witness the screen-wobbling devastation of the Floating Bomb remote.

Final analysis


"The difficulty setting is spot on, although the password system quickly gets frustrating."

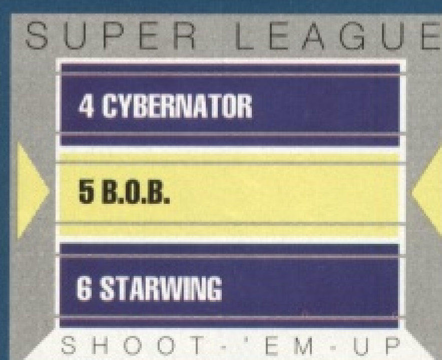

"Although the first couple of levels seem boring, get past them and the gameplay livens up."


"Little variation in gameplay or levels but still great. The tried and tested blaster will never die!"

Final day score

Charlie — Level 32

LEVEL 32



B.O.B whips *StarWing* because it's as entertaining and much less repetitive. But *Cybernator*'s far superior graphics pip B.O. B. to the post.

Sound 80
Boppy, jolly, bleepy, twiddly. Typical Short-Circuit style robotic FX.

Graphics 83
Although sprites are small, the backgrounds are filled with colour and detail — truly beautiful.

Playability 88
Fast, responsive, and instantly addictive. Everything a shoot-'em-up should be.

Lastability 76
Not enough variation, but there's a password system and millions of levels.

Force factor 86
A fun cart packed with Bill and Ted-style humour. The only flaw is repetetive gameplay.

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Puzzle

Producer............................Interplay
Supplier...............................Interplay

Price...£39.99
Status.........Official UK release

Players...2
Lives...1
Continues...........................None
Extras............Password system

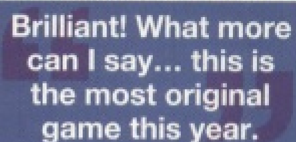
What the makers say...

'Challenge, adventure backed up with great graphics, brilliant sound and humour all in one game. It's the best!'
■ Christine Raynor
Interplay

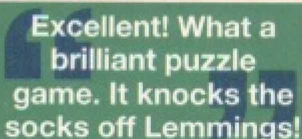
Controls

(green button)	Use second ability
(yellow button)	Use weapon or ability
(purple button)	Use selected item
(red button)	Talk and flip switches
L	Switch control
R	Switch control

First impression

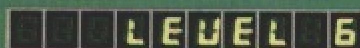

"Brilliant! What more can I say... this is the most original game this year."


"Great graphics and super gameplay. This is going to be a tough game to beat!"


"Excellent! What a brilliant puzzle game. It knocks the socks off Lemmings!"

First day score

Will Level 6







The Lost Vikings

They're fierce in battle, stout in defence and swift in retreat — just not all at the same time. They're Vikings and the only things they can do simultaneously are drink too much and get lost...

Three fearless Viking brothers celebrated their hunting exploits at the autumn harvest feast. With fuzzy heads from too many flagons of ale our three heroes neared their inevitable collapse under the table. Suddenly a blinding white light engulfed their village — but our collapsed carousers assumed it was under-the-table time and proceeded to sleep off their hangovers.

They awake to find that they are thousands of miles and years away from home, the latest additions to a hostile alien's menagerie — and room service is off.

Three's company, but a shipload of ill-disposed aliens is a crowd — escape is the only choice. The terrible trio — Baleog the Fierce, Olaf the Stout and Erik the Swift — must work as a team using their unique skills in cooperation to traverse the many levels, lands and times that separate them from home.

Baleog is the muscle, slow and dependable, armed


On a small ledge at the top of a very high tree is not the place to tackle one of these rolling dudes!



Always try to keep the bearded boys close together, the further apart they are the longer it takes.

with a sword and bow — both destroy aliens and the bow can also trigger distant buttons. Unfortunately he has no defence.

Olaf carries only a shield, which he can hold to his front or over his head. Both Baleog and Erik can shelter behind his shield and impressive bulk. He also holds his shield overhead to hang-glide from great heights or provide Erik with a platform to access high ledges and the like, but he has no attack.

Erik can run and jump very fast and high; his speed and agility make him ideal to collect many items. He has no defence *or* attack, save charging, head down, at the enemy — which also works well on walls but can go disastrously wrong.

Scandinavian skullduggery

There's a choice of one- or two-player mode — in two-player both have control of all three Vikings, toggling between characters with the [L] and [R] levers. There is a vast number of puzzles to solve before exiting a level, which range from the simple to the satanically sadistic.

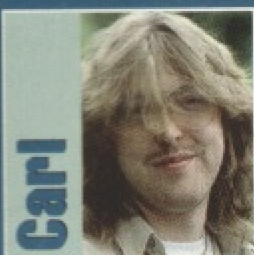
To make matters worse, the Vikings have sworn a blood oath to success, which means if one should perish before the level is complete the whole thing must be replayed! The only things on your side are the unlimited continues and password system.

The scope of *The Lost Vikings* is huge — starting in the bowels of the starship that kidnapped them and carrying on over the surfaces of new planets, back in time to ancient Egypt and into the mechanised present day.



It's safer to shelter behind Olaf's shield but if you feel the need to be macho Baleog can take on most foes with his sword.

'Just call me Olaf Timeandahaf'



Over the years I've seen hundreds of games that are good, bad, excellent, boringly-average or just plain stinkers. But the one thing you see once in a blue moon is an original game. Well you just listen to me! Take a look out of your window, because at the moment the moon is more blue than a very blue thing indeed and looks like staying that way for some time. So what's causing all this lyrical lunar lunacy? A totally radical, new game — *The Lost Vikings* — original, playable, great humour and more beside.

Basically *TLV* is a cooperation game with attitude and is the best of its type being both colourful and full of fiendish puzzles. The action is practically perfect — the graphics are wonderfully cartoony, the humour is spot on and the learning curve of the puzzles is just right.

The music is ideal and adjusts for the many different themes running through the game. But what gets me coming back time and again are the perfect characterisations. I just love the way *TLV* takes two diverse elements — 8th Century Vikings and *Bill 'n Ted* surf culture — and welds them into a playable whole. I absolutely love this game and think it may well be *the* game of '93.

92%



Olaf: Hey guys, you should see the size of the snails here! Baleog: No kidding! Erik: Why do you think we're up here?!

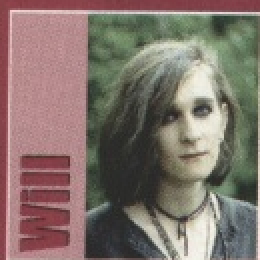


I'm forever blowing bubbles! Use the bubbles like lifts but watch out they can be a bit of a let down after a while.



The anti-gravity travelators are hair raising — especially if some one turns them off while you are at the top.

'A most excellent puzzler!'



Yeah, wow, rave, smash, cool ,stormin' mega-game! Will 'Yoof culture language' here. Hey guys, check those cartoon graphics and the sma-a-art sense of humour. *TLV* is very *Asterix*-esque, with our bunch of Viking lads hackin', slashin' and figurin' out strategies all over the place!

The action's is full of evil, bogus puzzles where you gotta use each character's individual skills to Party On. The infinite continues are stonkin', and there's no way you'll beat that hangin' difficulty curve. Will you ever reach the end, dude? I think... NOT!

TLV is one killer tough game. Luckily there's a password system after every stage, so there's no tedious playing over and over again of those uncool fiddly bits once you've trashed 'em the first time.

The dramatic tunes are better than Stairway (No Stairway!) they cruise along and steam right into your head in a blaze of techno fury! With its cute-but-not-cuddly sprites, fast action, ingenious strategic puzzles and second nature control method, *TLV* is a damn sexy game! Respect is most certainly due!

92%

Ancient icons

If you're to make it home safely you need to know your icons. Here's what does what...


Press these buttons or shoot an arrow at them.

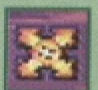

Stand next to these to turn things on or off

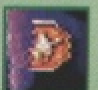

Eat this pepper to regain one health point

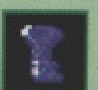

Question marks offer helpful hints

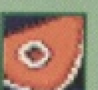

Drop these to make a big bang but keep away


An apple a day restores one health point


Smart bomb — kills every bad guy on screen


Armour — use this to gain an extra health point


Different keys open the same coloured locks


Scoff this tasty morsel to regain two health points



Olaf can use his shield as a hang glider which is pretty damn good fun



Place a bomb where you want to make a mess of things.



Frying tonight — energy wires are bad for your health. Stay well clear or end up well done!



The Norse code

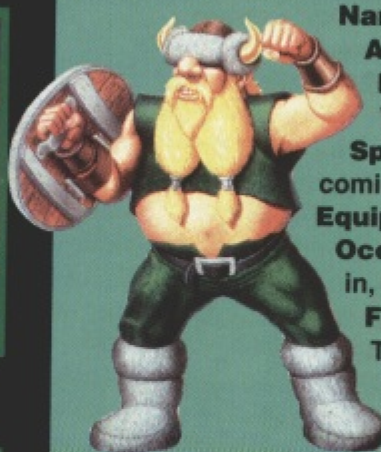
Get out your Longboat, put on your best pillaging trousers and prepare to meet The Lost Vikings...



Name: Erik the Swift
Age: 19
Height: 5' 8"
Weight: 160 lbs
Speciality: Scouting, speeding
Equipment: Running shoes, a hard head
Occupation: Track coach, stuntman, pizza delivery
Favourite Movie: The Running Man, Midnight Run, Nuns on the Run, Erik the Viking
Favourite Quote: "Ouch! My head!" — Charles the First



Name: Baleog the Fierce
Age: 25
Height: 6' 0"
Weight: 220 lbs
Speciality: Chopping, slicing and dicing
Equipment: Bow, arrows, sword, attitude
Occupation: Mercenary, corporate raider
Favourite Movie: Rambo, Conan the Barbarian, Terminator
Favourite Quote: "Yo!" — any of the above



Name: Olaf the Stout
Age: 23
Height: 6' 2"
Weight: 320 lbs
Speciality: Defense, aeronautics, comic relief
Equipment: Shield, belly, silly laugh
Occupation: John Candy's stand in, Michelin Man poster model
Favourite Movie: Breakfast at Tiffanys, The Breakfast Club, Dinner at Eight, Guess Who's Coming to Dinner
Favourite Quote: "An army marches on it's stomach" — any popular general



The Vikings are enormously flexible (above) — here Olaf takes a deep breath of gas from the pump and gets real high!

Falling for more than half a screen can seriously damage your height (left)— ask Erik here.



Although not the most mechanically minded, the guys have to come to grips with technology during their search for home.



Okay, pushing don't work — so he head butts it!



Olaf blocks the fireballs from the shrine while Erik tries to push down the wall.



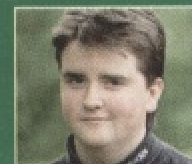
So with the wall out of the way it's up to Baleog to trip the button with an arrow from his bow.



Now that makes the bridge drop so our heroes can cross, with Olaf bringing up the rear because those fireballs are still coming thick and fast. With that over and done with, they progress to the next problem — but we'll cross that bridge when we come to it.



Final analysis



Two weeks later and there's no change — it's still brilliant! Everything you could ever ask from a game... and more.



This game just gets better and better! The puzzles start to get really tough giving plenty of long term lastability.



"Unbelievable! This is the most fun I've ever had playing a puzzle game. Thoroughly addictive!"

Final day score

Will and Simon — Level 18

LEVEL 18

SUPER LEAGUE

1 LOST VIKINGS

2 LEMMINGS

PUZZLE

Better than *Lemmings* eh? Well that's a compliment in itself. This game is everything a puzzler should be — tough, funny and a joy to play.

Sound 82

The game's weakest area. No samples or digitised speech.

Graphics 91

Crystal clear sprites, beautiful backgrounds and awesome animation.

Playability 92

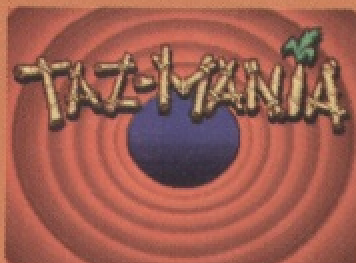
The three-character control system works really well hardly slowing down gameplay at all.

Lastability 91

Password system stops repetitiveness but it's still plenty tough enough.

Force factor 91

The best puzzle game on the SNES. The difficulty curve is set perfectly and the original gameplay is excellent.



Arcade

Producer .... T•HQ
Supplier .... Columns

Price £39.99
Status .... Official UK release

Players 1
Lives 1
Continues 4
Extras .... None

What the makers say...

'Racing Taz through the hazards of the outback is great fun. It features superb graphics and all the laughs you associate with the cartoon hit.
■ Karen Shillcock T•HQ

Controls

Green button	Grab\eat/ push
Yellow button	Jump
Blue button	Tornado spin
Red button	Immediate stop
L	Looking around
R	Throwing a tantrum

First impression



A treat to look at. The sound effects and mucic suit the game well.



What a weird idea. It looks great though and the spot effects are cool!



I dunno. Seems like fun for a few goes, but nowhere near classic.

First day score

Chris Dessert desert

149510

Taz-Ma



The ultimate party animal is here. He's wild, he's crazy and he's hungry. Taz blasts onto the SNES leaving a trail of death, destruction and... feathers. Go on, be a devil. Take a spin... if you dare!

When the spring's sprung a young man's thoughts turn to... Kiwis! At least they do if you're Taz, the wildest and hungriest Tasmanian Devil in the outback.

Although he's only a marsupial about the size of a badger, he's got an appetite the size of Queensland — and when the sun goes down he just loves to eat. There's just one small problem though: Kiwis are pretty fast and crafty, although Taz, is pretty rapid himself — especially in his tornado spin.

To make matters worse, Taz is tailed by crazy characters hell bent on keeping him from his dinner.

Desert dessert

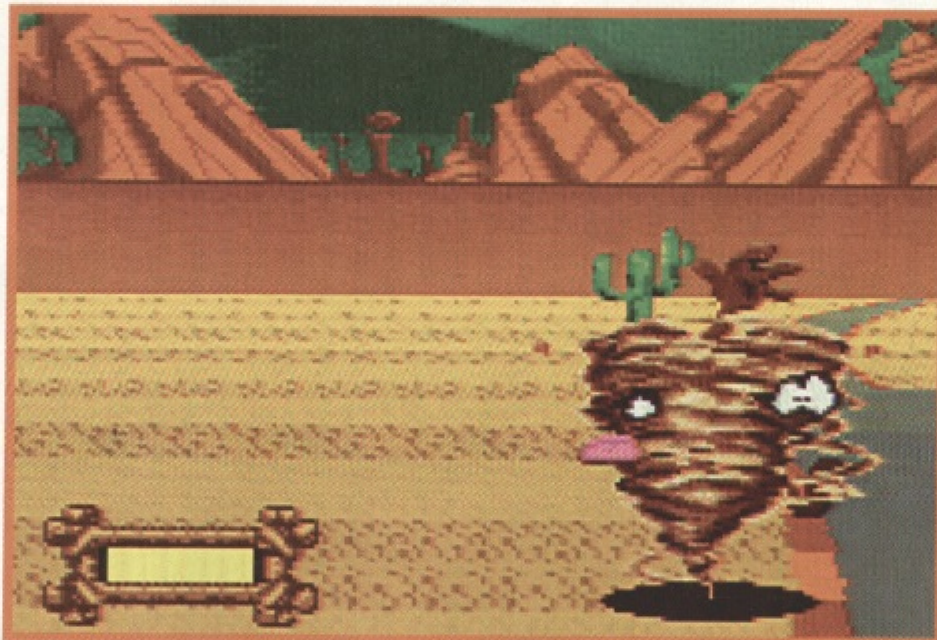
On each level, cruise the outback roads and catch a given amount of kiwis in the time limit without depleting the health meter. Energy points are lost each time you hit an obstacle. hazards are either stationary (street signs, trees, oil slicks and black holes) or fast moving like Acme tour buses, and Buddy Boar's car.

In later levels other characters join in the crusade to stop Taz. Wendal T. Wolf covers Taz's eyes, while the love-hungry She-Devil tries to snog him to death. Energy-sapping arrows are the speciality of Bush Rat. Pterodactyls prefer a different approach — they carry Taz back to an earlier part of the level. Worst of all are the gruesome twosome, Bull Gator and Axl. They're out to net Taz so they can sell him to the zoo.

Luckily, energy is easily replenished by collecting and scoffing special items — red power-up birds add an extra ten seconds to the time limit, blue birds boost energy, 1-UP Taz trophies give an extra life, and the ultimate catch, Road Runners, are worth 1000 energy points.

There's plenty of variety in the controls. You can run, jump, grab and go into a tornado spin — if you fancy a laugh just push

Imagine a racing game with Taz as the car. It sounds weird but that's *Taz*!



To make up lost ground on kiwis, Taz can go into his mega-fast Tornado spin. This uses up one bar on Taz's health meter (see bottom left) but is worth it as the faster you complete the level, the bigger the points bonus.

ania





'Put me down!' Taz is grabbed by a pterodactyl and taken further back in the level. Press the joypad rapidly left and right to shake him off.



Use the rear-view mirror (bottom right) to see what's coming up behind.

the [L] and [R] levers and Taz throws a tantrum!

The game style is one of the most original ever — it looks like an arcade adventure and plays like a rally racer. You control Taz. He stands on the road with his back turned — as if you're looking over his shoulder — and runs away from you into the horizon. There's a rear-view mirror for seeing what's coming up behind — hopefully a kiwi but probably a truck or a bus out to run you over. If it's something tasty, turn around and pick it up. The game's perspective changes and Taz runs towards you — careful though, he can't see what's behind when he's running in this direction.

With five acts each made up of a number of stages, plus special bonus levels, you'll be playing *Taz-Mania* for ages — especially as you've only got one life. Even with four continues, feeding Taz's appetite is not a task to be taken lightly!



It's easy to be put off by Didgeri Dingo on the scooter but don't forget to concentrate on kiwi catching. Each time you scoff a bird feathers fly into the air.

'Non-stop kiwi-chompin' action'



Chris

From the minute I slammed in the cart and heard the familiar Warner Bros theme tune I was hooked on *Taz-Mania*. The crazy jingle sets the atmosphere perfectly for the hilarious gameplay. Taz is as grumpy as ever and leaps and bounds around the screen shouting and screaming — leave him alone and he turns around and throws a tantrum at you!

Although the emphasis of the action is on fun that doesn't mean *Taz-Mania* is easy. Things start pretty slowly but just when you're good, the kiwi's go into turbo mode and the buses head straight for you! Graphics are stunning. Taz is huge and the perspective — although it takes a while to get used to — works really well.

The scrolling is very smooth and fast — go into a tornado spin and you're hard pushed to keep up with Taz. Having one life is potentially frustrating but it keeps you glued to the action. The only problem is the lack of variety. If there were a few different game styles thrown in, *Taz-Mania* might reach the top four of the arcade Super League. As it stands, it's a very enjoyable game that will keep all gamers happy.

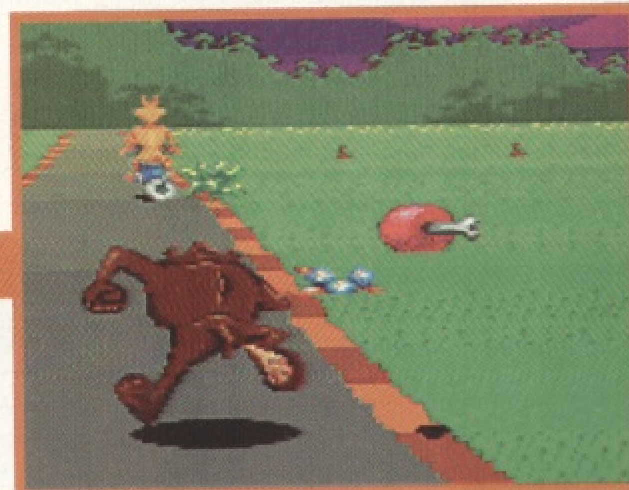
85%



Didgeri Dingo is the Acme delivery man. He rides along on his scooter delivering packages for Taz.
To grab the Acme goodies, wait until you see Dingo in your rear-view mirror...



...then run up to his scooter. Once you're within range, Didgeri holds out the package. Keep at a steady pace behind him and grab like crazy with the [Y] button.



As soon as you've taken the package, the item falls out leaving you free to grab or avoid it. Unfortunately, there's no way of knowing whether an item inside a parcel is a power-up or booby trap.

Better the devil you know



Wendal T. Wolf is so neurotic and nervous that he jumps on Taz's back and put his hands over Taz's eyes! The only way to throw him off is to use the Tornado Spin.



Pterodactyl: if this prehistoric party-pooper grabs Taz he's taken way back to the beginning of the level. Wiggle free from their grip by pressing the control pad left and right very fast.



T.N.T.: Definitely one to avoid. It may look like a stick of rock to a hungry Tasmanian Devil but take a bite and you'll have more than sore gums!



Bush Rat: this weird character comes bursting out of the undergrowth shooting arrows at Taz. Each hit takes valuable energy.



Buddy Boar: this road hog spends so much time talking on the mobile phone he never looks where he's going!



BOOM! Watch out for Dingo palming you off with high explosives. Not only do you lose energy and vital time but all your fur is blown off!



Acme Tour Bus: as we all know bus drivers are totally insane and in the Tasmanian outback it's no different — must be all that Castlemaine XXXX they drink!



She-Devil: this love-hungry lust bucket has the hots for Taz in a big way. She scours the outback in search of him. One kiss from her and it's game over.



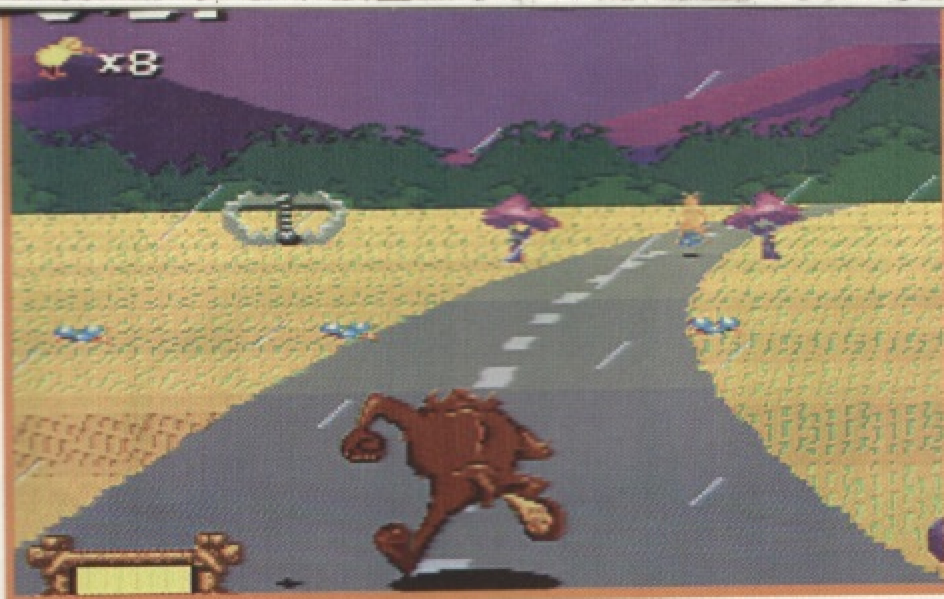
Bull Gator and Axl: these two hunters ride about in a scooter and sidecar tossing devilish traps to catch Taz. Avoid them by jumping, dodging or using the spin attack to split their vehicle.







This is Taz's first appearance on the SNES although he has been a cartoon star for thirty years. To give him a distinct personality the programmers recreated the brilliant animation used in the classic Warner Bros cartoons. From a quick look at these shots you can see they've done a great job!



Not everything Didgeri Dingo offers you is helpful. This trap is another of his nasty surprises. Grab it and you lose lots of energy!

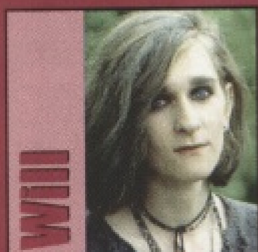


Taz eats so much thathe falls asleep at the end of every level.



Watch the birdy. Grab the birds and watch the feathers fly.

'A game to sink your teeth into!'



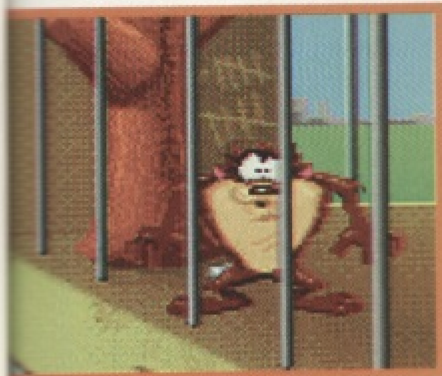
The idea is certainly original: a Tasmanian Devil grabbing and eating kiwis — most satisfying if you hated *New Zealand Story*! This works really well, and you can get quite engrossed in hunting the little yellow cowards down then eating 'em.

The graphics are very good, too, but the backgrounds don't do much for me, especially the puddles of water, which look more like big blue stripse across the road. The tunes and FX are a mixture of jolly cartoon ditties and gruesome 'Blehs!' from Taz.

The action is very playable and captures the humour of the cartoon series pretty well with some nice touches — such as the dingo on the motorbike and the flying feathers when you chow down on a flying bird or a kiwi!

But the difficulty increases very quickly, which could put some players off, and a whole game of this tough racing and eating gest a bit tedious. Sticking in a few different levels —platform or shoot-'em-up maybe — would make *Taz-Mania* a classic. As it stands it's still very good.

80%



Don't get the wrong idea, Taz hasn't turned to crime. He's been sold to the zoo by tricky trappers Bull Gator and Axl.



Taz's head hurt! As Taz's energy bar decreases he is more easily dazed by a single hit.

Feed Me...

When you're a Tasmanian Devil there's only one thing that matters... food. The more you eat, the more you score...



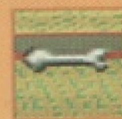
Kiwi: Taz's favourite. Tough to catch but they're worth 1,000 points each. More importantly you need a set amount to complete a level.



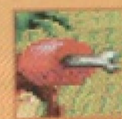
Red Bird: grab these chirpy creatures for 250 points plus a valuable ten seconds of time. If ever time gets tight concentrate on catching them.



Blue Bird: there are plenty fluttering around the outback but don't let them distract you. Each one caught is worth 250 points plus extra energy points on Taz's health meter.



Bone: grab this goody from Acme delivery man Didgeri Dingo if you're going after a high score. You get 100 points for each one collected.



Meat: there's 200 points for eating this juicy morsel plus a boost to the energy bar. Again Didgeri Dingo is the man to see but watch out for his booby traps.

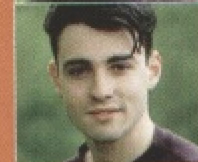
Final analysis



"A cracking racing game and being a Tazmanian Devil is even better. One problem though — it gets a bit boring."



"A neat twist to a racing game, the only problem is it gets repetitive and a bit boring. Pretty good overall."



"*Taz* is a simple game that didn't grow on me. Quite a lot of initial appeal, but that's all."

Final day score

Chris — Desert Dessert

16 18 10

SUPER LEAGUE

5 SUPER ADV. ISLAND
6 TAZMANIA
7 CHUCK ROCK

ARCADE

Much faster than most of the competition, *Taz* pushes *Chock Rock* for a top five place but ultimately lacks depth and variety.

Sound 85

Familiar Warner Bros theme and loads of great 'Blehs!' from Taz.

Graphics 86

Huge Taz sprite and detailed scrolling backgrounds capture the cartoon spirit.

Playability 85

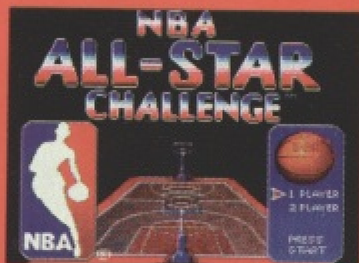
Unusual perspective is tough at first but the controls are great and the difficulty spot on!

Lastability 83

Only five levels and although gameplay gets tough pretty quick it shouldn't be too hard to finish.

Force factor 86

Another brilliant cartoon conversion. Only lack of variety stops it getting the seal of approval!



Sport

Producer........Acclaim
Supplier........Acclaim

Price........£39.99
Status........*Official UK release*

Players........2
Lives........1
Continues........None
Extras........None

What the makers say...

All-Star Challenge offers realistic player moves and different game options allowing diverse and exciting sporting gameplay.
■ Larry Sparks Acclaim

Controls

Green button	Steal
Yellow button	Nothing
Blue button	Slam-dunk
Red button	Jump/shoot
L	Nothing
R	Nothing

First impression


"Love the presentation but the sprites look very sketchy."


"Nice shiny floor effect, and the sprites are pretty cool."


"Control method's okay too, perhaps this could be really good."

First day score

Simon won all challenges



NBA All-St

Ah, basketball — the rubbery riccochet of ball on backboard, and the squeak of criminally over-priced trainers on the highly polished court. We go one-on-one with the latest official NBA basketball sim.

As its name suggests, *NBA All-Star Challenge* features all the big names in the American NBA (National Basketball Association). You know, the ones off the shoe adverts — Michael Jordan, Charles Barkley, David Robinson and... erm ... lots of others!

You're challenged to out-play all the big, BIG men in basketball in one- or two-player mode, against the computer or a mate. The action features one star player from each of the 27 teams in the NBA, and you can pit your skills against them in any of five seperate subgames.

Pick one of the 27 players and an amazing digitised picture flies into your face in stunning Mode 7!

One on One is fast, intense and played on a half-court. Free-Throws involves just you, the ball and the basket in a test of shooting accuracy. In Three-Point Shoot-out, shoot five balls from each of the five positions on court (every fifth ball is worth double points). In Horse, you and your opponent shoot alternately until one of you misses five shots. And in One-on-One Tournament, choose your opponents for a series of playoffs ending in a grand final.



Bird drives for the basket, jumps and shoots. Jordan looks on in despair as the ball heads towards the net.



Player Two shoots from the spot Player One scored from (Marked by the blue cross). If he misses he gets the letter H. When the word HORSE is spelled the game is over.

Stars and stripes

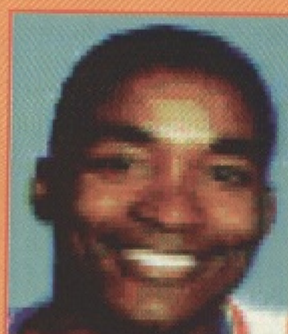
There are difficulty options to set, five different penalties to avoid (the ever-present referee lets you know if you put a foot wrong) and, of course, the choice of all 27 stars.

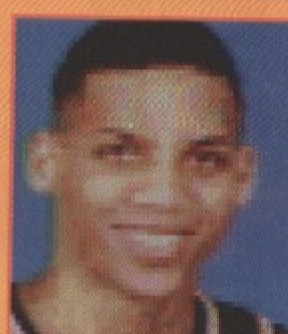
Each has a unique set of attributes, allowing you to play them all and pick which one suits you best. Realistic to almost every detail, the only thing missing is the option of a lucrative sponsorship deal from a top sports shoe manufacturer. Just imagine, your name on your trainers, a massive TV advertising campaign, even a McDonalds burger named after you! Oh to be seven-foot three. ■

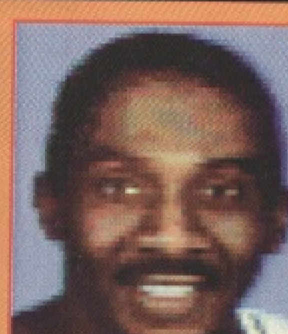


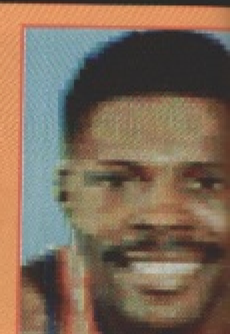
Being seven-foot tall, Patrick Ewing (in white) is taller than most. The smaller Worthy hasn't much hope of stopping him.


Larry Bird
Boston Celtics


Isiah Thomas
Detroit Pistons

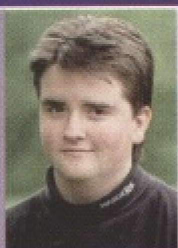

Reggie Miller
Indiana Pacers


Derek Harper
Dallas Mavericks


Pat Ewing
NY Knicks

Star Challenge

'Very frustrating'



Basketball is the sort of game you either love or hate and I most definitely fall into the former category, so I was really looking forward to playing this game. The only problem is that it's not the traditional five-on-five game, instead you get to compete in five different competitions ranging from the three-point shootout to a free-throw contest.

The first thing you notice is the graphics — they're excellent! The reflection of the players on the boards and the detail of the players themselves is really cool! The sound is restricted to basic crowd sounds and the odd spot effect, but the overall feel is good.

The control method is easy to pick up and responsive although judging the rebounds is frustratingly difficult as the ball has no shadow so you can't tell where it is going to bounce.

Problems start after about two or three hours play. There are only five competitions and they're all fairly easy, even on the highest difficulty setting. Once you've tried them all, there's nowhere else to go and boredom begins to set in — and from this there's no return.

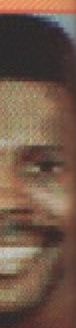
All-Star Challenge looks good but there's simply not enough quality gameplay. NBA nuts only.

60%



In the three-point contest you shoot five balls from five different positions around the court. The last ball in each set of five is multi-coloured and counts for extra points.

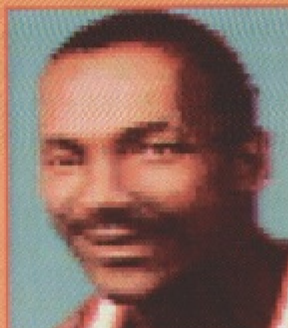




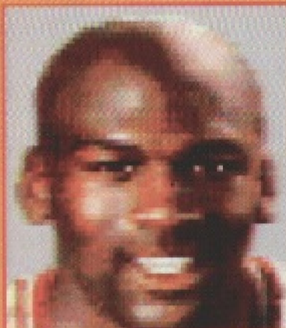
Ewing
nicks



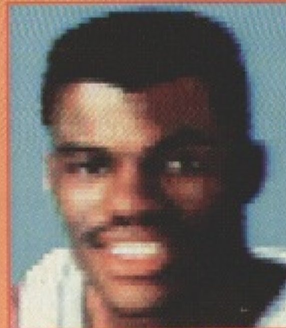
Scott Skiles
Orlando Magic



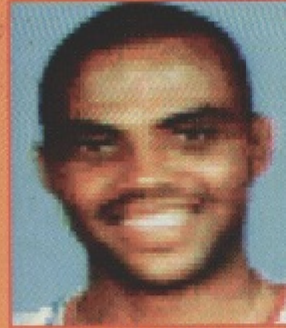
Clyde Drexler
Portland Blazers



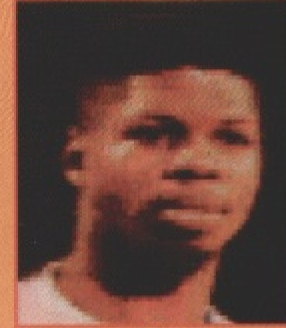
Michael Jordan
Chicago Bulls



David Robinson
San Antonio Spurs



Charles Barkley
Phoenix Suns



JR Reid
Charlotte Hornets

'Not the NBA spectacular I hoped for'



I just love basketball — the roar of the crowd as you soar through the air and jam the ball home, the graceful 'swish' of the net as you sink that twenty-foot jumper — and now thanks to Acclaim, all the NBA finest stars are here in one game.

But there's a snag — they aren't all here at the same time. What you get is the best one-one-one basketball game ever but sadly no full match.

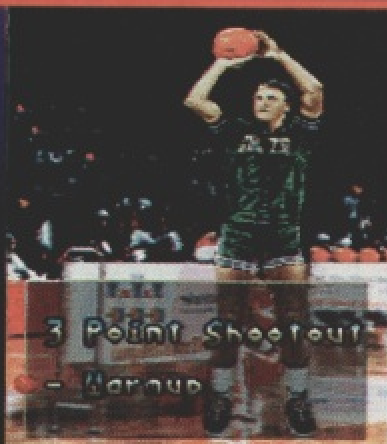
The presentation screens are awesome — pick a player and his digitised picture, complete with gleaming pearly whites, flies into your face in stunning Mode 7 — and there's a good variety of options, but without a chance to go five-on-five and play a full game the action falls flat.

The graphics are a curious mix of great attention to detail and sketchy inconsistency. The players' reflections shining on the wooden court and their sneakers squeaking when they turn quickly are great touches, but a lot of the character sprites are difficult to tell apart. Either that or there's something in the NBA contract that specifies only baldies need apply — must be all those steroids!

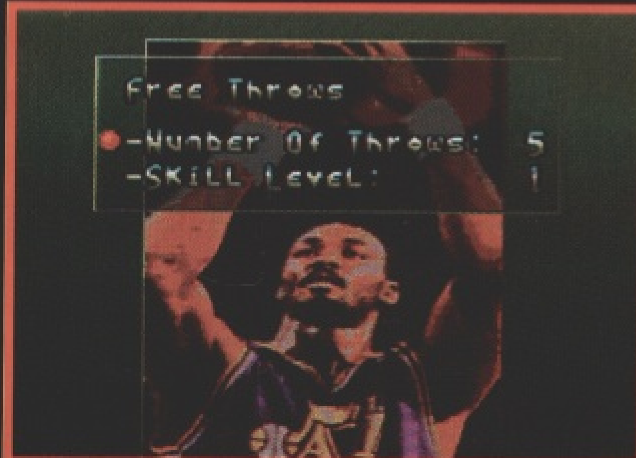
The one-on-one is fun but limited, the three-point shootout is easily mastered, free throws are boring, the only saving grace is HORSE — an American version of DONKEY — where you have to score from the last place your opponent scored from or you lose a life— sounds dull but it's a great laugh.

All in all, *NBA All Star Challenge* has great variety but not enough depth. The NBA licence makes it a cut above most basketball sims but it could have been so much better!

65%



This cool guy is Larry 'Big' Bird from the Boston Celtics. He is known throughout the NBA as the king of the three-pointer. If you're playing a contest make sure you choose him!



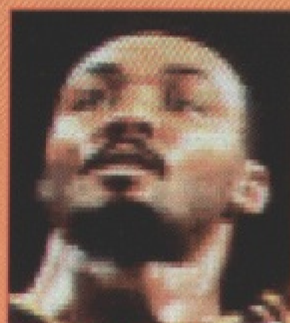
There are plenty of options for each sub-game and great digitized presentation screens featuring NBA action. The harder the skill level the tougher it is to keep the cursor still, making accurate shots very difficult!



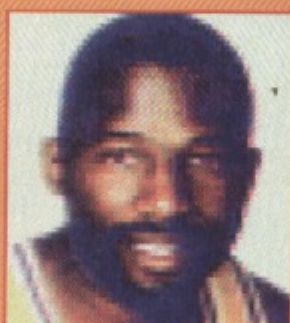
Net-swishing action from the free-throw competition as Chris Mullins makes a vital two-pointer.



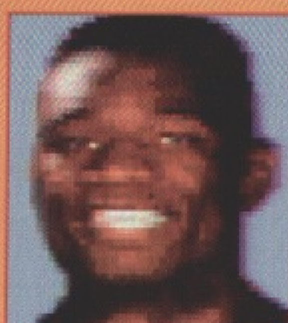
Just because it's one-on-one doesn't mean you can get away with fouling! The ever-present ref keeps a careful eye on the game making sure there's no cheating!



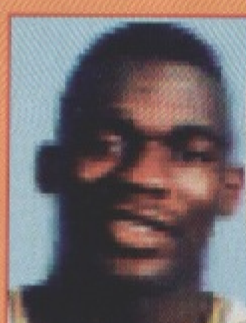
Karl Malone
Utah Jazz



James Worthy
LA Lakers

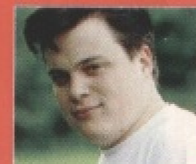


Dikembe Mutombo
Denver Nuggets

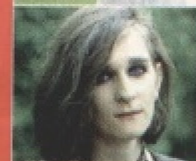


Shawn Kemp
Seattle

Final analysis



The fun started to wear off after about four days. Two-player one-on-one is still a good laugh though!



Yes *NBA* looks good, and plays well for a while, but once you've got the hang of it there's no lasting challenge.

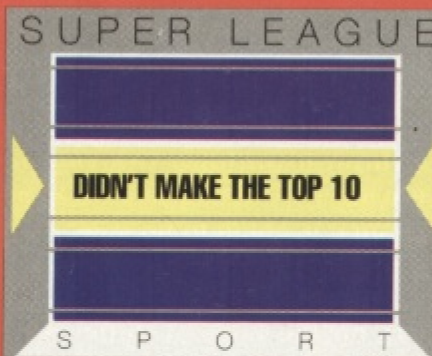


No long lasting effect for me. Although I was dead impressed with the shiny floor and squeaky shoes!

Final day score

SIMON- Won all challenges perfectly.

FINISHED



Rather than go for one strong match sim it uses a variety of weaker sub games. Unfortunately, the five small games aren't as good as one great one.

Sound 65

Lively intro tune but samples are restricted to squeaking trainers and a shrill whistle.

Graphics 83

Brilliant digitized pictures — sprites are disappointing though.

Playability 77

Quick to pick up and easy to master. The lack of moves is disappointing.

Lastability 40

Although there are five sub-games, all are too easy. More snoring and boring than slammin' and jammin.'

Force factor

A fun basketball sim for two but limited for the solo player. One-on-one is not enough to sustain interest.

63

Max out with Converse!



You saw it *here* first, the slammin' new range of basketball gear from Converse. Hot on the squeaky heels of the Tar Max boots for street play is the Tar Max 2 collection. Check out the new hi-tops, jerseys, pants, jammers, gilets and sweat tops featuring intense images of players and The Hoop.

Last spring's original Tar Max shoe was the biggest-selling basketball shoe of all time, and Converse have up-dated it with a fresh new range of cookin' colours. The Tar Max 2 includes an all-leather upper and the brand new, totally hot, 'Tar Cleat' outsole for intense punishment on the concrete, to the max.

This new range of clothing won't be in the shops or anywhere else until winter. Nowhere apart from between these pages do you get a chance to *own* these essential items ahead of time. SNES FORCE has secured a totally exclusive competition deal, and we have SIX sets of cool Converse prizes to give away.

Four slam-dunking dudes will receive a T-shirt and pair of Tar Max 2 mid-cut basketball shoes. That's not all — two lucky readers will get the shirt, shoes *and* a rigorously tested tough nylon street-ball. Don't be seen downtown without 'em.

The deal is: match up the four players below with their teams, complete the tie-breaker in an awesomely amusing fashion, and send the coupon to *Converse Competition, Impact Magazines, Ludlow, Shropshire SY8 1JW.*

The ball's in your court. But if you don't enter, if you don't want to win these way cool prizes, you'll be dropped to the ranks of the terminally un-hip. And seeing as you don't live in New York, you'll be able to wear your Tar Max 2 sneakers outside without getting your feet cut off by a mugger.

1. Michael Jordan	**A. L.A. Lakers**
2. James Worthy	**B. Phoenix Suns**
3. Larry Bird	**C. Chicago Bulls**
4. Charles Barkley	**D. Boston Celtics**

Match up the players and the teams they play for (below left), putting the corresponding team letter (A-D) next to the player numbers below.

1.

2.

3.

4.

And finally, complete this tie breaker in a wickedly witty way in no more than 20 words.

The best thing about being 6'10" is ....

....

....

Name..

Address..

....

....

..............................Postcode..........................

Shoe Size ....Age..............................

The referee... erm... editor's decision is final, and no correspondence will be entered into unless you wanna be benched for the rest of the season.



Platform

Producer	*Ocean*
Supplier	*Ocean*
Price	*£39.99*
Status	*Official UK release*
Players	*1*
Lives	*4*
Continues	*5*
Extras	*None*

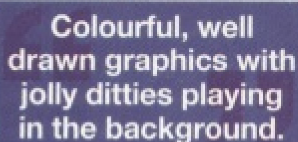
What the makers say...

'*SJP* combines the outstanding visuals of the Amiga and MD games to create an enhanced version of *the* classic platform game.'
■ Millenium

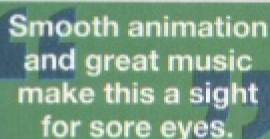
Controls

Green button	Extend body
Yellow button	Jump
Purple button	Nothing
Red button	Extend body
L	Nothing
R	Nothing

First impression



Colourful, well drawn graphics with jolly ditties playing in the background.



Smooth animation and great music make this a sight for sore eyes.



It's cute, it's cuddly, the music's really sickening. I love it to bits.

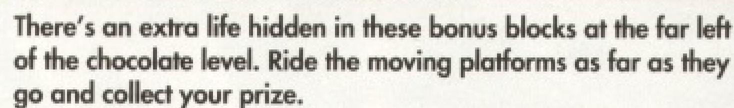
First day score

Simon — Level 5



From Ocean with love... Bubble-07's back! Whitehall's offishal undercover agent takes on his arch rival, Dr Maybe, in a duel to the death. Join us for a view to a gill.

Super James Pond



There's an extra life hidden in these bonus blocks at the far left of the chocolate level. Ride the moving platforms as far as they go and collect your prize.

Times are tough for Santa. When the elves went on strike he had to get in penguins to finish off the toys for Christmas — then that ruthless rogue Dr Maybe stormed the castle, kidnapped Santa and put all the toys under an evil spell.

Just think, Christmas with no toys — that's more than the British Government can handle! There's only one thing for it: send in top undercover agent, James Pond, codename Robocod.

James' objective in this classic platform romp is to rescue all the captured penguins in each level, activate an exit and then find it. Each of the nine massive areas in Santa's castle is filled with secret rooms and patrolled by evil toys including flying playing cards, runaway trains, planes and walking gloves. These converted cuddlies are under strict instructions to guard the penguin hostages with their lives.

And even if you manage to get past Dr Maybe's minions, there are four giant level bosses to overcome — a big bear with spikes on his butt, a crazy car, a psycho queen and two sadistic Siamese twins — before the grand show-down with the Doc himself.

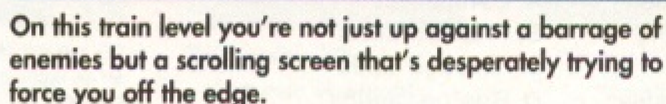
The graphics are superb — the chocolate backgrounds are so good you can almost count the calories!

The name's Pond

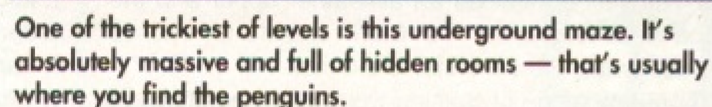
Fortunately, top secret organisation FI5H has equipped James with a Robo expandosuit allowing him to breathe out of water and stretch his body to reach high ledges and platforms. It takes three batteries to power the special suit, though James can store up to five.

Each time you're hit by an enemy or an obstacle you lose one battery, and when all the batteries are gone you lose a life. But you can regain power by collecting stars. James can also swim (shock, horror!) and curl inside his robosuit and jump on baddies' heads — he can even fly if you find the special plane or wings.

The action's for one player only, and you begin a game with four lives, each made up of three hits; there are a generous five continues but no password system or battery-back-up. It's a tough challenge but if there's one fish you can count on it's Robocod! ■



On this train level you're not just up against a barrage of enemies but a scrolling screen that's desperately trying to force you off the edge.



One of the trickiest of levels is this underground maze. It's absolutely massive and full of hidden rooms — that's usually where you find the penguins.



James' Robowings are hidden inside this scrummy-looking wedding cake. Now you can fly to the exit at the top of the level — be careful though, one hit and you come crashing back down to earth!



Pond II



Meet James the worlds tallest fish. Due to the wonders of modern science he can extend his body to reach incredibly high ledges — hope he's not afraid of heights!



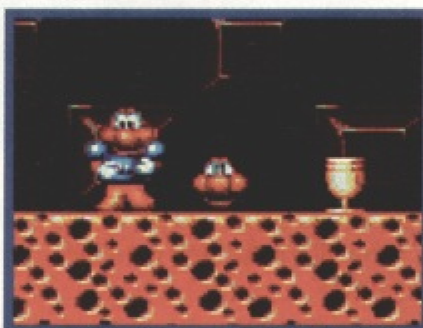
Using his telescopic body, James can reach hidden platforms. After 'hooking' onto a ledge, pull yourself across then drop down. Your efforts are often rewarded with a power-up.



This picture of James marks the level's midway point. Now, If you die you start from here rather than back at the beginning.



Just in case you get stuck finding the exit, there are a few clues dotted around the backgrounds.



Return of the headless secret agent! Grab the 1-UP (centre) for an extra life and the goblet for mega points.

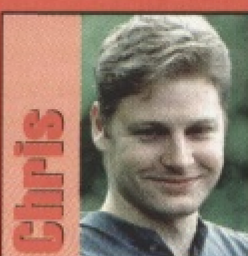






Defeating the spiked bear requires precision timing. As soon as he falls to the bottom of the screen, climb the platform then jump on his head.

'As great as ever'



Okay, I know *James Pond* has been around for years but it's still a winner. Even though this version goes by a different name don't expect anything radically new. What you get for your money is quite simply one of the best platformers ever. The graphics are superb — the chocolate backgrounds are so good you can almost count the calories! The lively *Lemmings*-style theme keeps the cutesy action rolling along and the gameplay is practically unfaultable. Occasionally the action gets a little slow but there are so many secret rooms to explore and power-ups to collect that you rarely find yourself getting bored.

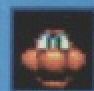
My only doubt is over lastability. If — like me — you've played *James Pond* on an other console you can breeze through the mazes and puzzles no problem. Although this doesn't apply to first-time buyers, it's still not a particularly difficult game to complete.

This aside, I can think of no better introduction to the world of platform games. It's not got the challenge of *Super Mario World* but it matches it stroke for stroke in terms of cutesiness and playability! If there's was a difficulty setting I'd have no hesitation in giving *SJP II* the seal of approval. As it stands, professional platformers might just find it a little too easy!

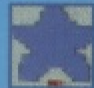
83%

P-p-p-pick-ups!

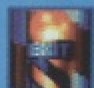
The key to all good platformers is pick-ups and icons and *Super James Pond II* certainly has plenty to offer in this department. If you're serious about finishing the game you need to know what to keep an eye out for. Follow this handy guide and you won't go far wrong!

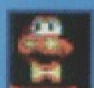

1-UP: a most welcome sight! Pick up this cute picture of James and you're rewarded with an extra life.

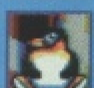

Armour: grab this protective Robosuit for temporary invincibility.


Blue star: keep a special eye out for this power up. It tops up lives and hits.


Exit: not a sight you want to see too often. You can't use the exit because you haven't found all the penguins


Flashing exit: ahh! Much better. This means you can now exit... but is this real exit or just a decoy?


Halfway marker: once you've turned over this picture of James you can return to this point if you die


Penguin: these are the guys you're after, collect them all to exit a level.


Poison: don't grab this! You lose loads of energy and all control of James for a few seconds


Purple Star: not exactly vital to your success but does regains one hit of damage


Umbrella: after you've grabbed one of these you can float gently from great heights


Wings: strap these on to reach those seemingly out of reach platforms and ledges.


Yellow star: the most basic of all power-ups. Still, keep collecting. You never know when they might come in handy


'I'm forever blowing bubbles!' Come on James, this is no time for thinking about personal hygiene. There are penguins to be saved!

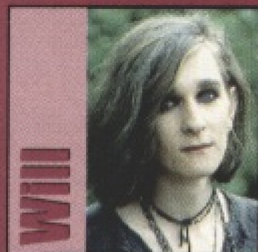

Success in the sports room. After completing an area James' head appears on the door. Climb the stairs to find the area.


Time your jumps (and squats) to dodge the *Mario*-style cannonballs.



Look for the gap in the ceiling then extend James' telescopic body, climb across the ledge and grab the goodies.

'Totally cool. Psych!'



Before I start I'd like to make it perfectly clear that I'm above such lowly things as fish puns. Thankyou.

Right, where was I? Oh yeah, *Robocod* — I love it. The graphics are sickeningly cute, but quite attractive in their own gaudy way and the animation is superb. And all the while, tinkling away in the background, slowly worming their way into the back of your brain are those horrible, horrible tunes. Endless throw-away jingles played on a Casio mini-organ. Each more sinister in its cuteness than the last. For the sake of your sanity I recommend you play *SJP II* with the sound OFF!

There are masses of levels and an equal number of short-cuts and cheats to explore and discover, giving *SJP II* extra playability once you've completed it — which shouldn't take that long as it's geared towards younger players. The lack of a password system makes replaying all the early levels a real chore, unless you find the secret exits and invincibility cheats enabling you to speed through them.(Over two hundred words, and still no fish jokes — looking good!)

Don't let the cutesy exterior fool you though — the later levels are tough enough to even give platform veterans a run for their money! Especially as you have to use some bad guys for a giant leap to vital platforms — kill them in the wrong place and the whole game's down the swanny.

With colourful cartoony graphics and skip-loads of platform action, *SJP II* is a brilliant cart for fun-lovers everywhere. But the fact that those tunes are included just proves it — cod must be tone deaf. And that's offishal! (Aaarghh — failed again!)

82%

Final analysis


Easy is an understatement. Graphics and sounds are very good — shame it's just so simple to complete.


Great sound and graphics but not enough to compensate for the basic difficulty level.


Extremely easy and at times tediously repetitive. Great platform action for younger players.

Final day score

Chris

FINISHED

SUPER LEAGUE

7 PUGSLEY'S SCAV. HUNT
8 SUPER JAMES POND II
9 HOOK

PLATFORM

Despite a good rating, *SJP II*'s lack of serious challenge means it only just manages to squeeze in to the top ten.

Sound 76

Jolly Lemmings-style theme guaranteed to drive you barmy after an a hour.

Graphics 88

Spectacular graphics, stunning backgrounds and silky, smooth animation.

Playability 81

A joy to play. Addictive gameplay and responsive controls make this hard to put down.

Lastability 78

The only major flaw is the lack of a challenging difficulty setting. Pros will complete this in a day.

Force factor 85

Thoroughly entertaining although a little easy. The perfect intro to platform games!

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Strategy

Producer......Imagineer
Supplier......Play Time

Price......£39.99
Status......Official UK release

Players......1
Lives......N/A
Continues......Infinite
Extras......Password system

What the makers say...

Well, you can't win them all! — It hasn't been possible to get anyone from Imagineer to comment on the game. It's nothing sinister, more a matter of time.■

Controls

(green button)	Area Select
(yellow button)	Icon Select
(blue button)	Icon Select
(red button)	Carry out orders
L	Rotate Map Left
R	Rotate Map Right

First impression

"Without a mouse, controlling this PC strategy coversion is very annoying."

"The graphics and sound are easily as good as the Amiga version."

"This conjures up images of sprawling Roman-style empires — tortuous!"

First day score

SIMON 9 Territiries

Powerm

In a world without leaders, power is the only law. Your kingdom has been destroyed and warlords ravage the land. It's up to you to fight back and become king again... or die trying.

Legend tells of a power-hungry king whose land is destroyed by a massive earthquake. Only a handful of subjects survive but they join the king and set sail for a new land. It's up to you to make their dream a reality by becoming king.

There's a choice of two game styles — a campaign on a randomly-generated land of ranging size and difficulty, or the more involved conquest mode. The aim of the latter is to battle across a huge map conquering 195 kingdoms and defeating your rival powermongers.

Conquering the world takes much more than a few days so there's a password system allowing you to get some sleep between fights.

If you're playing with a joypad rather than a mouse, even simple tasks take ages.

The path to conquest

First choose a territory to invade. To survive and prosper you need to conquer settlements and get food, men, weapons and trading items. Keep in mind that the territory is filled with armies after the same things as you. Once you've defeated the majority of the region's population, that territory becomes yours. Now you can move to any adjacent territory and start all over again.



This is the information screen where you can find out town names, building types and other equally interesting facts.



Winter's here, and as the snow begins to falls the rations are dropping fast. Better rally the troops and send a search party out to look for food.



The battle is over and the souls rise from the dead followers. The scales at the bottom right of the screen show how much faith your followers have in you.

What, no mouse?

All the action is controlled using the joypad but you can use the SNES mouse (provided with *Mario Paint*). The game screen is split into four sections — map, icons, the territory you're invading and the main playing window.

If you want to attack, go to the playing area and click on the person you want to move. Next, highlight the attack icon, then go back to the main action area and click where you want the person to attack.

The further you get into the world the tougher the enemies and the scarcer the resources. The most formidable territory of all, and the one you must finally conquer to rule the world, is in the bottom corner of the map selection screen. No-one's ever captured it... will you be the first? ■

onger



With loads of food and weapons, this is a largest settlement type in the game. Unfortunately, its appeal also makes it a prime target for attack.



Attacking this thriving mountain community is never easy. Because of its strategic location the aggressor is always at a disadvantage.



This group of small towns is a good place to trade. Stock up on items while they're cheap, as in many kingdoms food and clothing are tough to find.



The captain and his followers gather around the fire to decide on battle plans. The more aggressive your captain, the more likely he is to lead the troops to war.

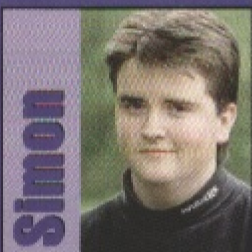


As the rain pours down, your army becomes more and more restless. If conditions get too bad they are likely to revolt — well there's loyalty for you!



Congratulations, you've conquered the first territory — only another 194 to go!

'Poor controls make it a drag'



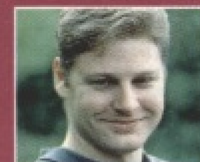
I've played *Powermonger* before but It's never been this difficult — thank God there's a password system. The graphics and sound are straight from the Amiga version which I find disappointing — with the SNES's multi-channel stereo capabilities the effects should be much better.

The biggest problem is the control method. If you're playing with a joypad rather than a mouse — as 99% of players will be — the constant changing between sections makes even simple tasks like attacking the enemy complicated.

All in all, *Powermonger* looks dated and the flawed control system spoils gameplay. Until Nintendo start selling the mouse individually at a reasonable price, PC conversions like this will always suffer.

67%

Final analysis



"The control's terrible and using the joypad ruins gameplay. My advice is to stay away from this game."



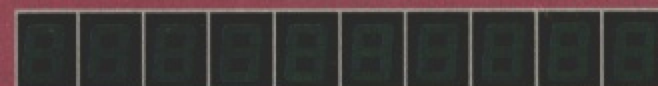
"While the graphics and sound are good, the controls are too slow and tedious to make this an essential buy."



"I got my sprawling empire, but the strategy tedium put me off my coffee. Anyone fancy being Blanka-ed?"

Final day score

Simon — 31 Territories completed



SUPER LEAGUE

7 SIM EARTH
8 POWERMONGER
9 SKY MISSION

STRATEGY

While *Powermonger* is marginally more playable than *SkyMission* it can't match *Sim Earth* for lastability, challenge and sheer depth.

Sound 70

Thundering overture sets the right mood for battle but no noteworthy incedintal music.

Graphics 79

Colourful and atmospheric 3D polygon graphics with good use of colour, although very samey.

Playability 45

Joypad controls are very poor making even simple tasks seem like chores.

Lastability 80

A massive 195 kingdoms to conquer, a random-scenario setting plus a password system.

Force factor

A challenging game let down by poor controls. The SNES mouse would reduce some problems but not all

64



Sim

Producer .... Microprose
Supplier .... Microprose

Price £39.99
Status .... Official UK release

Players 2
Lives 1
Continues .... None
Extras .... Password system

What the makers say...

'Super Strike Eagle combines our flight sim expertise with a game structure designed specially for videogameing.'
■ Emma Microprose

Controls

(green button)	Throttle down
(yellow button)	Fire missile
(blue button)	Throttle up
(red button)	Fire vulcan cannon
L	Release chaff
R	Release flare

First impression


"I've seen loads of flight sims, but Strike Eagle stands out from the crowd."


"I'm not generally impressed by flight sims — this is no exception."


"Strike Eagle seems like a well-executed flight sim — combat mode is great."

First day score

Carl Level 2

LEVEL 2

Clamber into the cockpit, grab the joystick, and pilot the feared F-15 Strike Eagle in MicroProse's latest flight sim.

The F-15 had its baptism of fire during the Gulf War of 1991, used for the first time in the role for which it was designed — hit-and-hide, high-intensity, high-payload strategic strikes. This simulation puts you at the controls of an F-15 Strike Eagle in one of the carrier-borne fastiresponse Aggressor squadrons.

Your aim is to save the civilised world. The nine missions include alternate daylight and night-time raids on Libya, the Gulf, Cuba and Korea, with a final mission featuring a mass of sea surface targets.

Reach for the skies

After a briefing on targets, defences and the points earned for enemy kills, much as found in *Desert Strike*, you're wheeled onto the runway/carrier deck to start the mission, either alone or with a second player as gunner.

In two-player mode the weapons man controls the weapons systems via the second joypad. These are air-to-air Sidewinders, air-to-ground Mavericks and a nose-mounted Vulcan rotary cannon. He also has control of the electronic counter measures (ECM), chaff — thin strips of metal foil which reflect and refract light and help block radar guided missiles — and flares which, when released, throw heat-seeking anti-aircraft missiles off your lock.

The first game since Pilotwings to exploit the power of Mode 7 and 360 degree rotation.





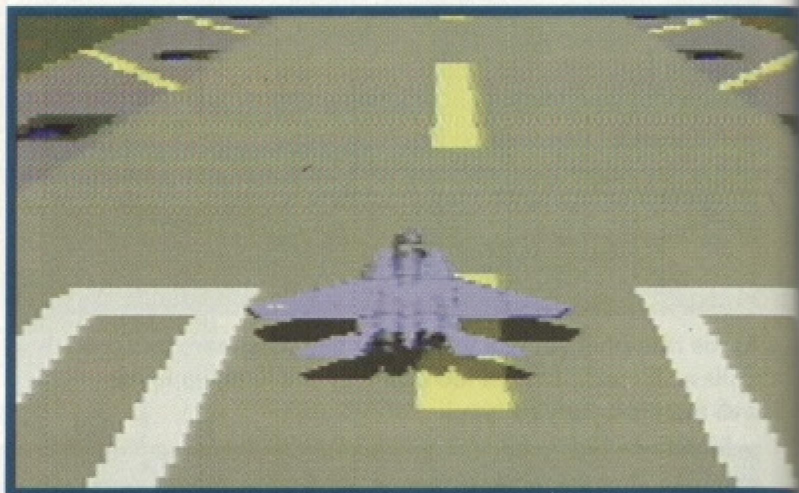
The cockpit display in all its glory. There's the essential radar (bottom left) plus a display panel recording and updating the amount of missiles left and any damage incurred.

Knights of the air

After take off you proceed to satellite map mode, showing your own plane and any others in the vicinity, ground targets, airbases and Air Defense HQ, the terrain below you and any SAMS pursuing.

When near an enemy MiG you switch to air-to-air combat mode, in the usual flight-sim view from the cockpit, and remain in this mode until you've killed the enemy, they've got *you* or you fly out of their sphere of influence on your way to a ground target. Track them down using your on screen radar, and jettison chaff or flares to distract any missiles they hurl your way. Finally comes ground-attack mode, where you follow the navigation arrow to your destination, be it an enemy base or home.

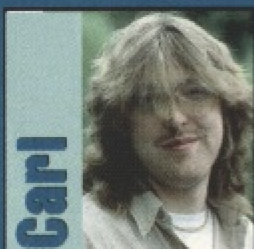
Super Strike Eagle offers a range of realistic weapons and defences, missions including night flight and the Gulf War, Mode 7 graphics, a cockpit design taken from the latest PC flight sim, and lots of digitised speech. So don that Tom Cruise leather jacket and get out into the *wild* blue yonder. ■



Weapons are loaded, you're fully fuelled and ready to go. Engage afterburners, full throttle then gently ease the nose up.

Super Strike Ea

'Addictive airborne action'



Breaking the sound barrier and screaming onto your SNES at mach three is the latest in first-response, laser-guided, missile-packing flight sims. This is the first since *Pilotwings* (and we all know how good that was) to use the power of Mode 7 in an eye-watering 360-degree rotating landscape. *Super Strike Eagle* is a showcase for what the SNES can do: speed scrolling and scaling create an almost believable 3D effect. The strategic concept, akin to *Desert Strike*, adds depth to the gameplay, but the air-to-air combat is a little long-winded and the missions lack variety. *Super Strike Eagle* is a good title let down by repetitive gameplay, but still gets my vote for the Super League.

79%



One of the tough final missions is to attack an enemy Naval fleet. Position yourself above the gun turrets and fire your missiles.



Careful not to get too low as enemy anti-aircraft fire is very accurate. It's best to locate the target quickly then turn and make a swooping raid.



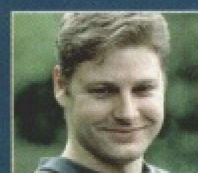
Destroying the ground targets couldn't be simpler. Wait for a lock on the building then let rip with your Mavericks and watch it burn. Now turn and follow the red arrow for your next target.



To locate your next target switch to the long-range overhead view. Enemy aircraft permitting, you automatically go in to dive-bomb mode when the next sight is reached.

agle

Final analysis



"What a flight sim should be. Professional, well-constructed and above all, easy to get to grips with."



"Once you get the hang of the controls, *Super Strike Eagle* is fast, furious and great fun."



"The controls are easily memorised, the action is smokin' and the weapons are wicked."

Final day score

Simon — Level 4

LEVEL 4

SUPER LEAGUE

4 POPULOUS
5 SUPER STRIKE EAGLE
6 MECH WARRIOR

SIM/STRATEGY

Super Strike Eagle bursts straight into the top five. Its combination of arcade- and simulation-style gameplay make it a contender for the top spot.

Sound 74

One or two good digitised speech samples raise the otherwise mediocre score

Graphics 86

Excellent use of Mode 7 scaling and rotation coupled with rather more basic, functional graphics.

Playability 80

Very easy to start playing but the air-to-air combat can be tedius.

Lastability 75

Some very hard later levels don't quite make up for the lack of varity.

Force factor 79

One of the best flight sims around. The Desert Strike-style gameplay is great but needs more depth.

Special Delivery

So, just where *did* the letters for the launch issue of this magazine come from? Simple, we made them up — yes, every one is a big fat *(snip -ed)* Well, actually, they were originally sent in for N-FORCE but we stole them.

Classified information

Me and my mates are starting a school mag. It will be released once a month (hopefully at least half as good as yours). So far we have got some good ideas like best teacher, top ten games, etc. I would like to advertise in your bodacious mag so could you give me some ideas?

■ *Usman Cheema, Cricklewood, London*

PS Which is better, *Super Star Wars* or *Mickey's Magical Quest?*

Sounds like a great idea, Usman, we hope it all goes according to plan. If you want to advertise in SNES FORCE you can place an ad in the classified section for free. All you do is use the coupon in our Personal Services section of The Guide. It doesn't cost a penny. By the way, don't forget to send us a copy of the mag — we've got to keep tabs on the competition, after all.

■ CARL

The bells! The bells!

1. My bell of a brother bought *Nintendo Magazine System* and I was reading the bit about *StarFox*. At the bottom it said we should not buy *StarFox* on import because it would not work. Are they spilling buffalo dung or is it true?

2. My friend says the universal adaptor wastes your SNES. I know you print this tons of time, but is this true?

Your mag is ace and I get it every month. If you print this tell my friend and my brother that they are bells.

Nice to hear from you, whoever you are — shame you didn't put your name on the letter. But to answer your questions:

1. Yes, your brother is a bell, and yes, the claim is a substantial pile of buffalo bodily waste. There are many adaptors on the market that will play imported versions of *StarFox*.

2. No. Adaptors are about as likely to blow up your SNES as any other peripheral, or a piece of cheese. As long as you treat them according to the manufacturer's instructions you should have no problem.

■ CARL

It never hurts to ask (1)

I am writing to you for the same reason Mark Gormley wrote to you in Issue Ten.

Please can you send me a map of all 96 levels in *Super Mario World* and all cheats to any keys to get to any of the places, such as the red switch place.

■ *Kajal Shah, Barnet, Hertfordshire*

PS Do you know where I can get *Super Kart*? Please make it somewhere fairly near to where I live.

Kajal, we would like nothing better than to send you the complete solution to *Super Mario Land* and any other game you are having trouble with. Unfortunately, we just haven't the time, and the postage would cost more than we pay Milo in a year (about £3.50). However, keep an eye on the tips section — a solution is definitely on the cards.

We think you mean *Super Mario Kart*; if so, you can get a copy from any branch of Woolworth, Our Price, Virgin Mega Stores, Dixons or Comet for £39.99.

■ SIMON

Afjordable

I have a SNES machine, and live in Norway. Games here are costing 600-800kr (£60-£80), and when I read that announcement about a universal adaptor, I thought I could buy one. I want to know if it works on a Scandinavian machine

■ *Marius Kwagenhjelm, Norway*

Yes, your machine is the standard European SNES, so a universal adaptor will work on your machine and allow you to play the majority of American and Japanese carts.

■ WILL

Numbers game

I have recently bought a SNES, and I have *SFII*, *Super Scope 6*, and *Desert Strike*. But I was writing to ask why there are hardly any Super Nintendo games in the charts. I can think of loads of games which are better than *Ecco the Dolphin* (eech!) or *Sonic 2* (even worse!). If more people knew of Nintendo games, maybe they'd be in the charts.

■ *Adam Vaughan, Aldershot, Hampshire*

Nationally there are, at the moment, more people with Mega Drives than there are people with Super Nintendos, so more MD games are sold and these titles get into the charts more often. For the Nintendo top sellers, check out the SNES FORCE charts.

■ WILL

It never hurts to ask (2)

I have been hearing a lot of cheats to pick the last characters on *Street Fighter II*, but none of them work, so please could you send me a list of all of



them. I would like you to send me a whole book of tips for *Super Star Wars*.

■ *Justin Lawson, Armagh, NI*

Anything else you want while we're at it, Justin — free ice cream for life and a Ferrari to eat it in, perhaps? But seriously, the only cheat that we've seen working to play the last four bosses is using a Game Genie. The Genie, SNES and cart all have to be of the same origin: all American, for example. We will print a *Star Wars* solution with all the cheats and codes soon.

■ SIMON

It never hurts to ask (3)

I am dying to find all 96 levels on *Super Mario World*. At the moment I have found 90. So please could you send me all the tips telling me where the rest are? I have spent months trying to find them, but I just can't.

■ *Kenneth Hockley, Woking, Surrey*

What! More *Mario* problems? See the answer to Kajal earlier in SPECIAL DELIVERY.

■ SIMON

I wuz Cheetah'd!

I look forward to reading your mag every month, and I even get up early on that Thursday, about 11ish.

It is always an excellent read from cover to cover, then I have a go at the compos. So when I saw my name in the prize winners for the Cheetah joystick comp in Issue Nine I was buzzing, not having won a

comp before.

One month later Issue Ten is out and no sign of a Arnie joystick — maybe it was some other Tony Mills from Merseyside, so I thought I would drop you a line to find out.

■ *Tony Mills, Merseyside*

Rest easy — you are the one and only Tony Mills from Merseyside. Cheetah had a few problems getting the sticks out to the prize winners but that has all been cleared up. You will, by the time you read this, be the proud owner of a Terminator joystick.

■ CARL

Playing safe

1. Do you know level codes for *Krusty's Fun House* on the Game Boy?

2. What do you think is the best game on the GB?

3. Can my GB injure my eyes and give me finger and wrist problems?

4. Will a Game Genie or Action Replay blow up my GB?

5. Please can you give *Krusty's* and *Double Dragon III* on the GB the full Tips Force treatment?

■ *Philip Crocker, Hertfordshire*

Thanks for the letter, Phil — we've attempted to answer all your questions as accurately as possible.

1. Yes.

2. *Alfred Chicken*.

3. Very, very unlikely. To be extra-safe, always follow the health instructions provided with games — don't play for protracted periods and take regular breaks every hour or so.

4. No! Where do these absurd rumours come from?

5. Yes. Keep your eyes on our all-new massive tips section.

■ SIMON

SFII on CD?

1. With the release of the Super CD, will *Street Fighter II Champion Turbo Edition* be coming out on it?

2. In your May edition you had Action Replay codes for *Street Fighter II* (page 61). Some codes, for instance the Arcade Perfect Guile's handcuffs, contained letters that do not exist on the Action Replay. Why is this?

3. When will *Busby the Bobcat* be officially coming out in England?

4. Which is the best joystick out?

5. Will the Sega (spit) version of *Street Fighter II* be made by Capcom or US Gold?

6. When will the SNES version of *Mortal Kombat* come out in Japan?

7. Will *Lemmings 2: The Tribes* come out on the SNES?

8. Will the USA version of the Super CD work on the UK SNES?

9. If not, why not?

10. Could you buy an adaptor to use the USA Super CD with the English one? And finally, when will the Super CD come out in England, the USA and Japan?

■ *Mark, Whitby, North Yorkshire*

What a mass of questions! Some are a little vague and others would take several pages to answer properly, but in the space provided we'll give it our best shot...

1. It would be madness for it not to. However, the Turbo Edition is soon to be available on cart — check out the news on page 12.

2. They're Game Genie codes.

3. This summer, and it looks slammin'.

4. TopFighter.

5. We're 99.9% sure it's Capcom.

6. Same time as over here — autumn.

7. Yes — later this year.

8. Can't say for sure, but we doubt it very much.

9. If, as we suspect, it's noncompatible, it will most probably be because of different industry standards here and in the States.

10. If the answer to the last two questions is 'no' then this will be too. And finally — good question.

■ CARL

We're not telling

1. The last boss on the last level on *Super Mario Land* on the Game Boy — how do you get past him?

2. Have you got any cheats for *Double Dragon 2* on the GB?

3. Will *Street Fighter II* ever come out on the GB?

■ *Richard, West Derby, Liverpool 12*

PS Please could you send me a *Street Fighter II* poster, and your mag is brilliant.

Thanks, Rich — we knew it was brilliant but it was nice of you to notice. Here are your answers:

1. Very quietly.

2. Yes.

3. No way! Well, we doubt it.

If you contact the back-issues department on 051 357 1275 you can still get a copy of Issue Six complete with poster.

■ WILL

Super Double Dutch

Your magazine is super-dooper, but we think there aren't enough compos with big prizes and big money! Also we think that you aren't professional players, because you only had pictures of the demo in the review of *Gods*, but we finished it in one-and-a-half days (we're immortal now!).

All together we've completed 25 games, including *Zelda 3* in three days, *Drakkhen* also in three days, *Final Fantasy The Mystical Quest* in two days and *Super Double Dragon* in the second try. The rest we won't tell you (we think you might get bored).

We also have a few questions:

1. Why are you rating *Drakkhen* so low? It is really a brilliant game.

2. When are *Sim City 2* and *Drakkhen 2* coming?

3. Do you know that at the end of *Drakkhen* it says "SFX VERSION OF DRAKKHEN"? Do you know what that means? Did *Drakkhen* use a Super-FX chip or is *StarFox* the first game with it?

4. Why are the games in the UK much cheaper than in the Netherlands? Here most games are £55. *SF2* here is £80!

5. Why did you take Bud, Curley, Culky and Cabe away? we love them!

6. Which is better, *Sim City*, *Desert Strike*, or *The Legend of the Mystical Ninja*?

7. Can you please give us some cool T-shirts, posters or games that you don't play any more?

■ *Paul Joost de Waal, the Netherlands*

PS A tip for other Dutch game fiends — there is a great Nintendo shop in Amsterdam in the Van Woustraat!

Hey, you guys sound like real good games-players, but we beg to differ on *Gods* — the screenshots are taken because of their relevance to the text. Difficulty doesn't come into it. So to your questions:

1. We felt that although it was a great technical achievement it was too easy — after all, you completed it in three days.

2. There's nothing planned at the moment for either.

3. We haven't been able to find out what the end message means but we can tell you that *StarFox* is the first game to use SFX.

4. This is largely down to currency exchange rates.

5. Unfortunately you are in the minority — our reader survey showed that over 70% of readers wanted them to go.

6. Nobody in the office can agree. but my personal preference is *TLOTMN*.

7. We'd like to, Paul, but the little old lady who hand-irons and packs the T-shirts relies on goodhearted people like you buying them to stay one step ahead of the bailiffs. And all our old games are recycled into novelty tea trays bearing the legend "A present from Huddersfield".

■ WILL

'SFII is Number One'

I am writing to you and letting you know my personal Top Ten SNES games. Here they are:

1. *Street Fighter II*
2. *Super Star Wars*
3. *Joe & Mac Caveman Ninja*
4. *Super Mario Kart*
5. *Final Fight*
6. *Zelda III*
7. *Mickey's Magical Quest*
8. *F Zero*
9. *Mario World*
10. *Super Aleste*

Nice chart, John, although we think that your choice of *F-Zero* is a little bizarre. And you must have been out to lunch when you included *Super Aleste* — it's dire!

■ WILL

Turbo or not turbo?

While I was in a newsagent I found an article in another mag about *Street Fighter II*. It said that Nintendo had a meeting in Japan about releasing *Street Fighter II Turbo Edition*, and it said Nintendo agreed to it and a UK release will be considered. As you guys are so cool, could you please tell me if this is true or not? And could you also tell me if every game released in US and Japanese versions will come out in a UK version?

■ *Marcus De Pian, Sutton Bonington*

It's absolutely true — see this month's news story. We hope you didn't make a fool of yourself and buy the other mag. As for import titles, most will be released but some are just too alien to our culture to be accepted by the British public.

■ CARL

The whole team welcome letters about any aspect of the Super Nintendo™ scene. Send your mail to *SNES FORCE, Impact Magazines, Ludlow, Shropshire, SY8 1JW*

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SNES FORCE

Ahead of the game

BRITAIN'S BEST GAME BOY™ ACCESSORY

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Fire Fighter
Exclusive preview

Dr Franken 2
Platform pranks with Franky

Asterix
What a Gaul!

WARNING! ANYTHING CAN HAPPEN IN THE NEXT EIGHT PAGES!

WATER

Alfred Chicken
He's a bit like cheese!

Half-Price Handheld Heaven!



Shock horror scoop- hold the front page- Nintendo are rumoured to be dropping the retail price of the GameBoy package! The grapevine has it that there'll be a new price of just £39.99 without software, or £49.99 with Tetris instead of the seventy-odd quid you forked out for yours.

This can only be good news for the GB, as a larger user-base means more new carts being made. And the more carts they sell, the cheaper they're going to sell them. Another chinese whisper going around is that Nintendo are gonna really push the handheld wonder this summer, with more hot new titles than ever before. Mario is, as yet, unavailable for comment.

Fire Fighter

Fire is a living thing. It breeds, it breathes, it feeds. Now the heat's on as we preview Mindscape's hot new release.

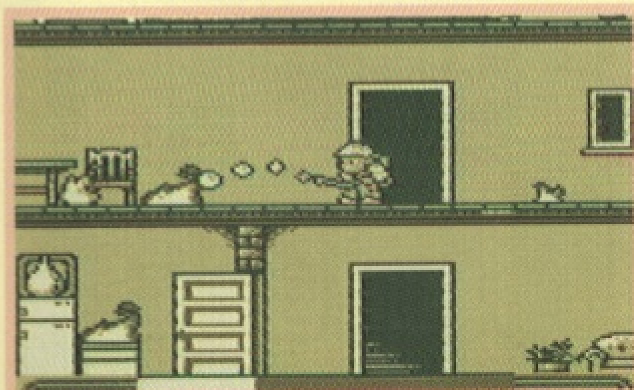
The hero of Mindscape's impending release FireFighter is a fearless fireman, and the object is to extinguish all the fires on ten fiendish levels, rescuing trapped people as quickly as possible! Visit the office, the shopping mall and the tube station and soak 'em all in water. Collect pieces of ladder to get to the top levels of the office, and fiddle with elevators to get around that mall.

Watch out for the little mobile fires and dampen the big rampant ones, picking up extra water and axes to kill hostile nasties along the way. Once you've rescued a survivor from the inferno, you can carry them to the ambulance with a fireman's lift or throw yourself out of a top-storey window and place them on the trampoline.

Some nasties can be chopped with hurled axes, some can be 'Marioed' (jumped on and killed) and some just can't be dispatched — so keep away from them.

Those fires are crafty little devils, and what with the dogs, cats, bad guys and evil mice FireFighter should prove to be one hot challenge. It's burning onto the GameBoy and SNES very soon.


Going up! The petite flame fighter carries on his search for trapped innocents.

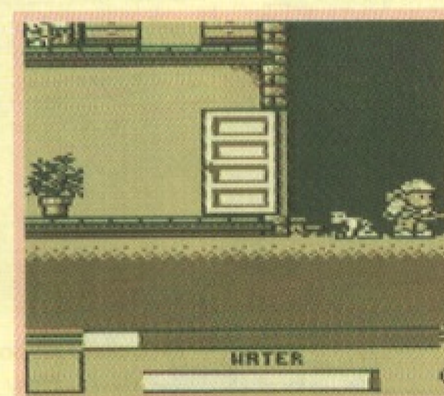

Use your hose to dampen the blaze's spirits. Squirt them flames, fireboy!



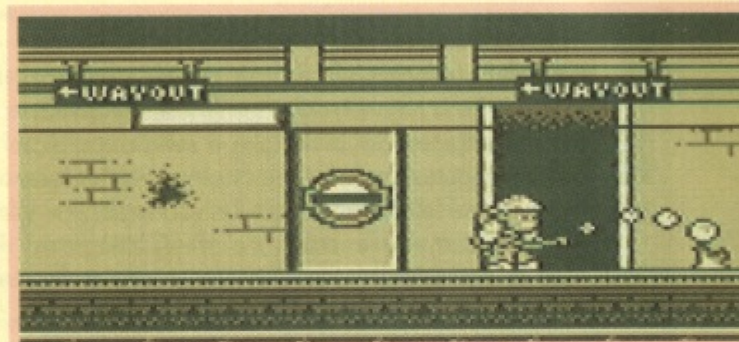
One of the first places the fire fighter is called upon to save is the local mall. It's bigger than it looks and so it's important to make sure you don't run out of water.



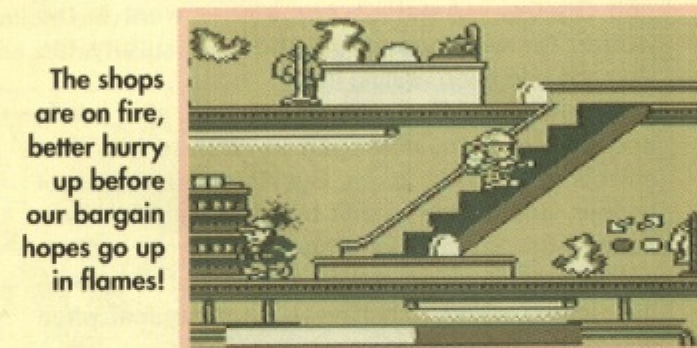
Would you trust this man with your offspring? He's got a baby over his shoulder and he's heading for the toilet — somebody stop him!

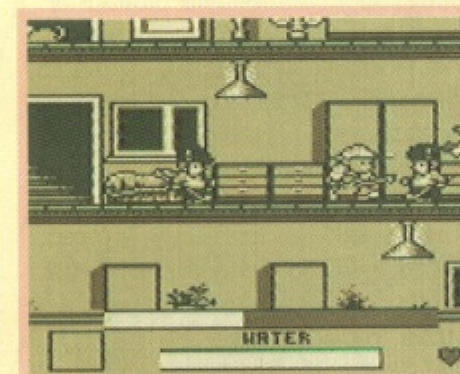


He's got the baby out of the house, so off it goes to crawl back in. Kids, these days!

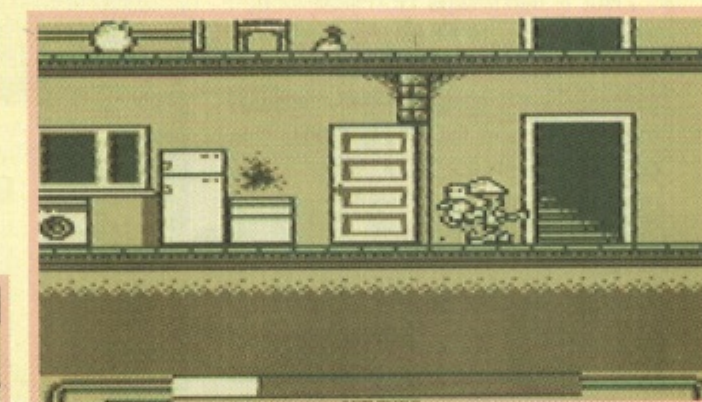


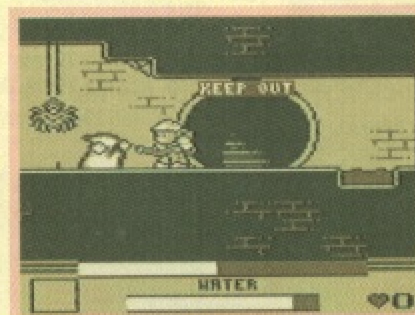
Down in the subway, our heroic firefighter beats back the raging inferno. Well, puts out a little fire, at any rate.


The shops are on fire, better hurry up before our bargain hopes go up in flames!

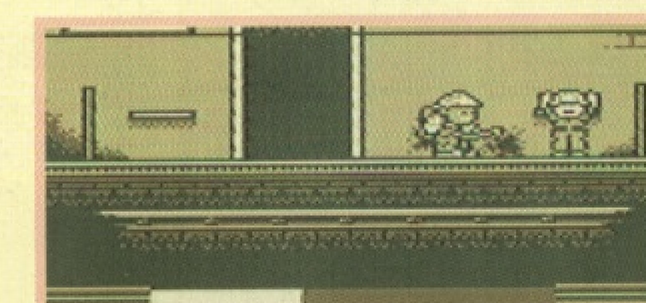


One of the more bizarre enemies you will encounter are the tin soldiers.


You've got the kid, now it's time to get out. Stop screaming brat, unless you wanna be flame-grilled!



Wah, the forbidden bit of the Tube Station. Eek! Spiders!


Yeah, found an old man trapped alone in the underground station. 'Wanna see my puppies, little boy?' 'Oh dear…'

French comicbook star Asterix makes his Game Boy debut in this whopping great title from Infogramix. It's time to go Roman-bashing with the indomitable Gauls — take a swig of magic potion and hold on to your helmet, because something smells fishy and it's not just Unhygienix.

Things were merry in Asterix's small village in Gaul, last to withstand the mighty onslaught of the Roman Empire. Caesar had mobilised all spare forces to crush this minor rebellion, but to no avail. Life in the village carried on — Getafix brewed his secret magic potion to give the Gallic warriors super strength, Cacofonix the bard sang dreadful ditties and Obelix — Asterix's *bon ami* — went to the woods for wild boar. Just the opportunity the Romans had been waiting for!

They trapped Obelix on his own and, after a long and painful fight, managed to capture him in a sweeping *coup de grace*. But Asterix is a man of honour, and couldn't stand by while his friend was banged up. So our blond hero stuffed his pockets with gourds of magic potion, and set out to take on the Roman military machine — no mean feat when you're knee-high to a centurion.

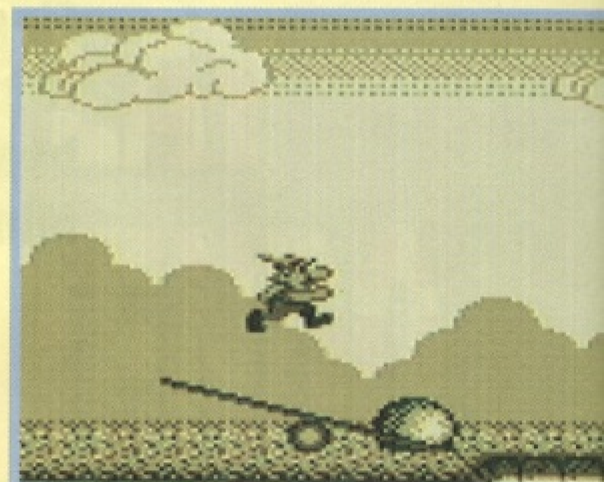
Asterix is a one-player, *Mario*-style platformer. Jump to collect icons, punch anyone in your way — especially if they're Romans — and pick up magic potions for brief invincibility. It's a big game, with four worlds each of three levels, and packed with icons, perils and a seemingly never-ending stream of enemies.

The graphix are small but perfectly formed, resembling the comix with their attention to detail. *Les Romans* walk around noses in the air, and when you chin 'em a little 'paf!' bubble appears.

But a few swigs of magic potion are advisable before tackling *Asterix*. The gameplay takes some getting used to — it feels slower than many and for *Mario* fiends this could be a shock. Still, after a few mistimed jumps you should have got the hang of it.

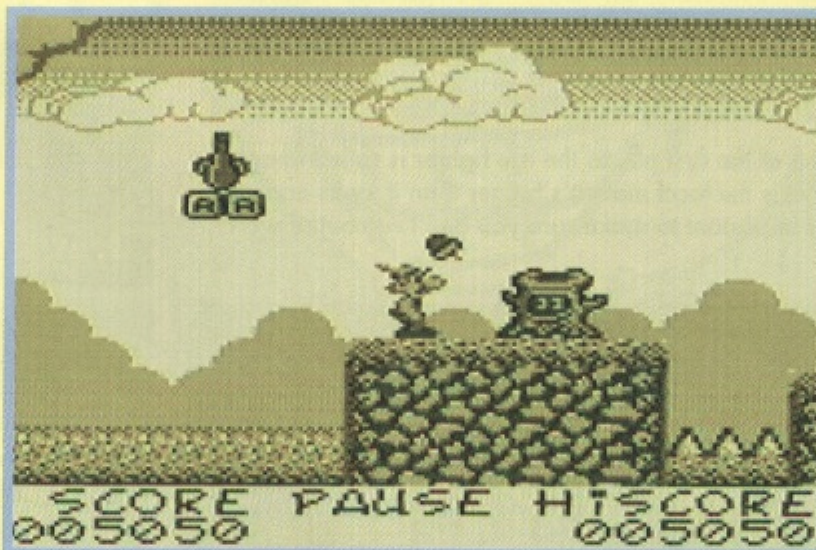
And once the gameplay is familiar, *Asterix* on the Game Boy becomes highly playable and challenging. Twelve levels don't sound like much compared to some *Mario* titles, but with only three lives and no continues you're unlikely to finish quickly. (Don't worry — extra lives can be earned when stars are collected.) *Asterix* is well worth a few francs while waiting for the next *jeu de Mario*.

For years Asterix has captivated the French public — since his creation in 1959. He's got 29 books, seven films, his own theme park and now his own Game Boy title — quelle surprise!

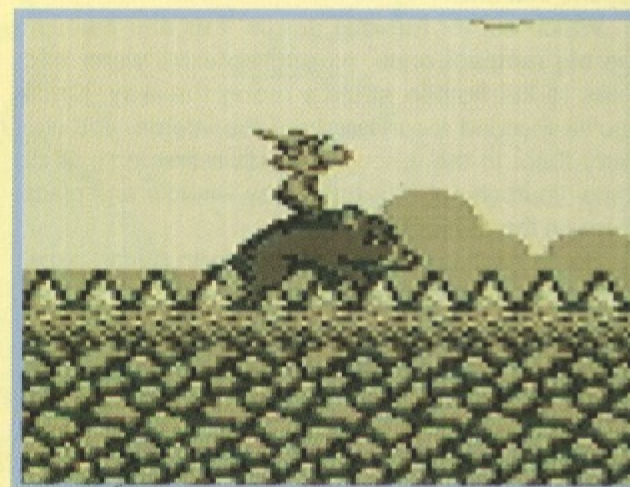


Calculate Asterix's weight against the velocity created by the ball's downward arc — he should be catapulted to the next level — if you're lucky.

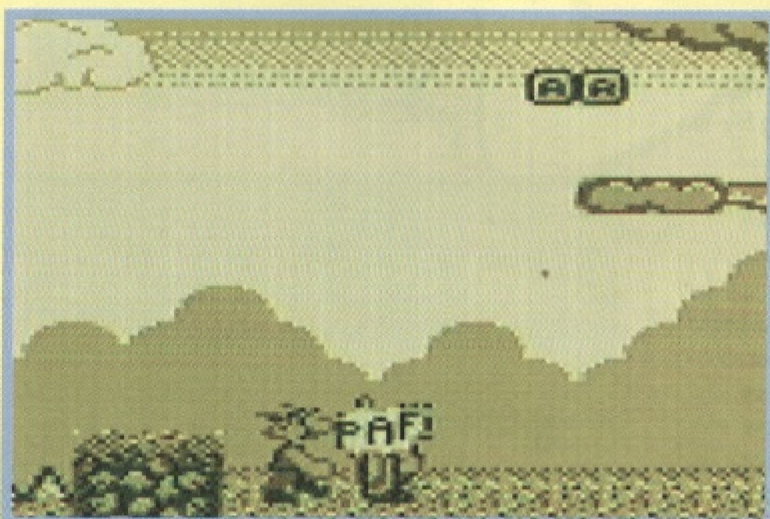
Asterix



What's in that tree? It keeps moving and killing Asterix. Ah! It's not a tree at all — it's a Roman in Mufti.

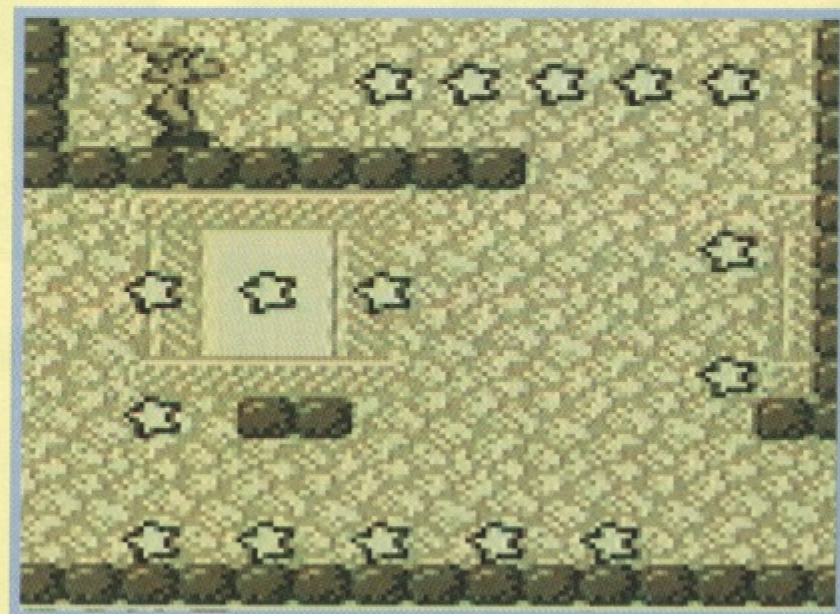


Ride 'em, Gaul-boy! Don't hit them — hitch a lift with the boars to avoid the energy sapping spikes.



True to life, our hero even punches in French. Rough translation: Paf = Biff. Clobber a Roman and watch him fly off the screen.





Collect all possible stars and you gain access to a secret room seen above. Now collect all the stars here to get an extra life.

Obelix — a giant, adventure-hungry menhir delivery man (menhirs are huge stones), Obelix was dropped into a cauldron of magic potion as a babe and now possesses permanent superhuman strength.

Dogmatix — Obelix's pampered pet. Despite his looks, Dogmatix is a fierce and dedicated sniffer dog.

Unhygenix — the village fishmonger, whose wares are not to be sniffed at, or sniffed at all if you can help it!

Geriatrix — every town has one: the miserable old git. Of course things were always better when he was a lad.

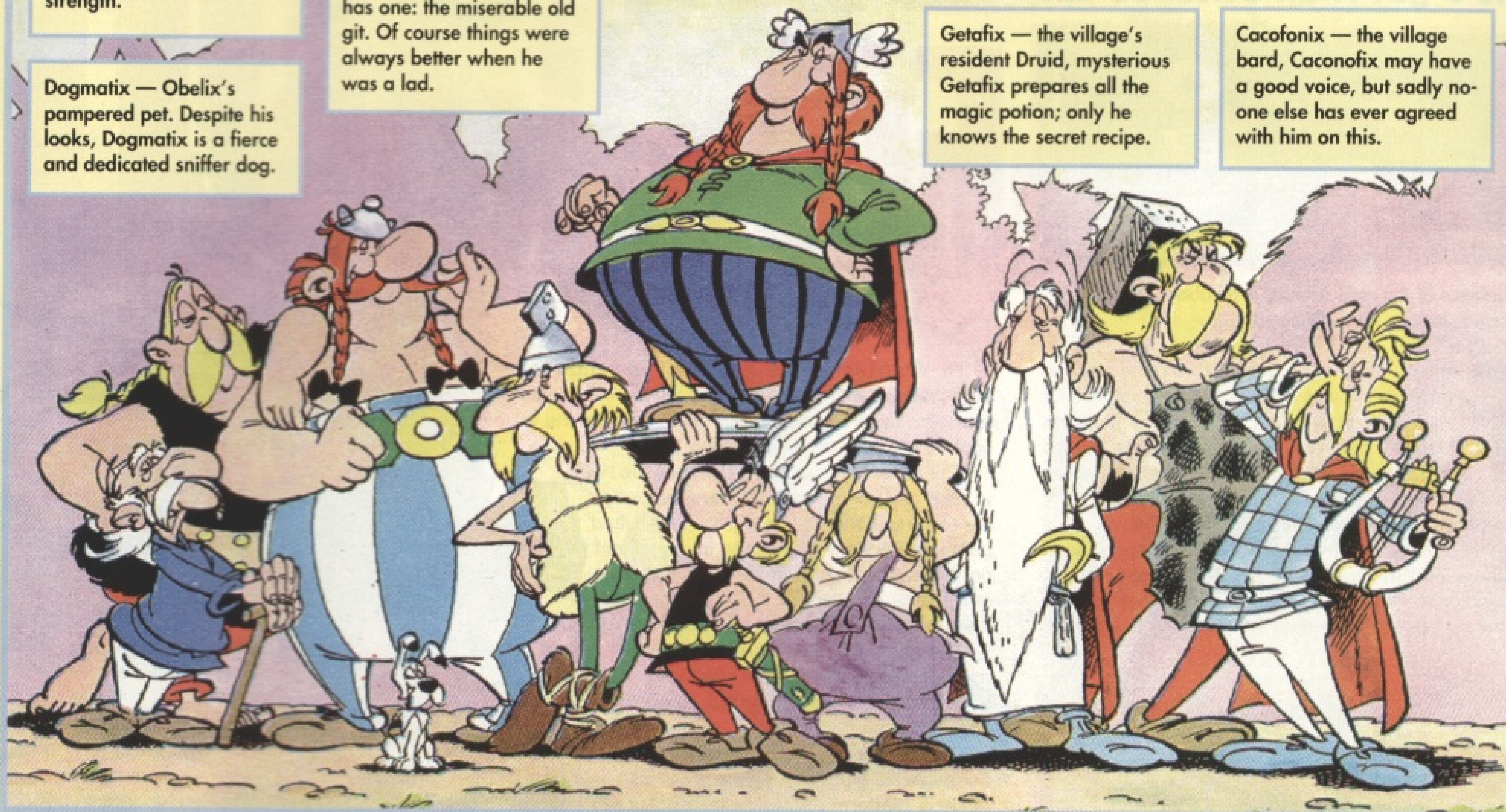
Asterix — a cunning little warrior who quaffs magic potion by the cartload and dispatches thousands of enemies with his strength and shrewdness.

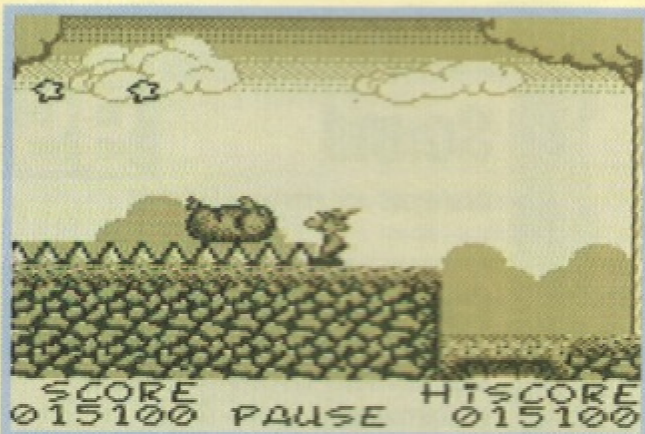
Vitalstatistix — the chief of the tribe and a respected old warrior, Vitalstatistix has just one great fear: that the sky will some day fall on his head. And it maybe tomorrow.

Getafix — the village's resident Druid, mysterious Getafix prepares all the magic potion; only he knows the secret recipe.

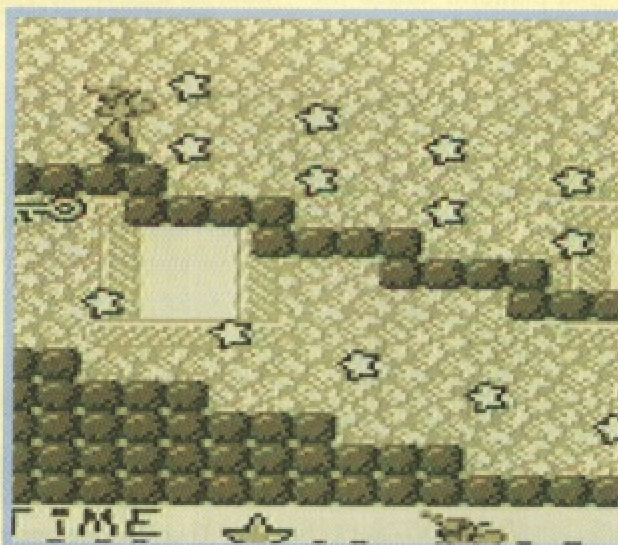
Fulliautomatix — the local blacksmith, who constantly rows with neighbour Unhygenix and bard Cacofonix before hammering them into the ground.

Cacofonix — the village bard, Caconofix may have a good voice, but sadly no-one else has ever agreed with him on this.

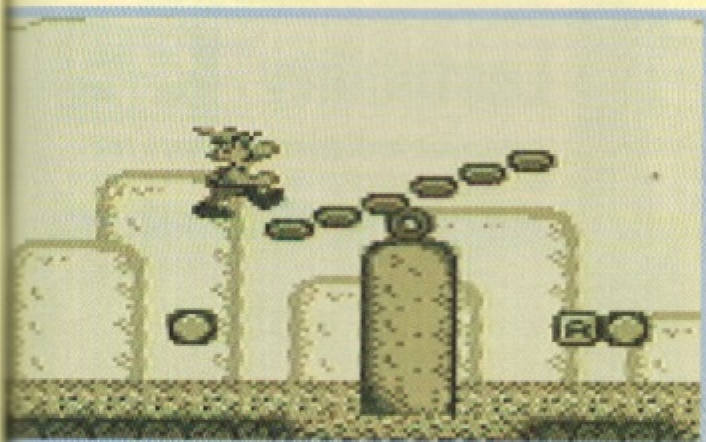




Smack him in the tusks and it's scrunch-time! Be careful because the boars are often your only safe means of transport across dangerous terrain.



Another hidden room, with another extra life up for grabs.


...rix's fortunes are balanced on the edge of an up-and-down ...tion. One false move and you end up in the hole.



Sound 80
Happy, cutesy little tune with sparse but tres bon spot FX.

Graphics 85
Great main sprite, but tres Marioesque backdrops et platforms.

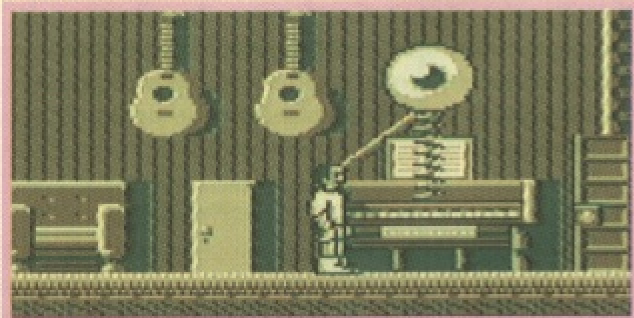
Playability 90
Encore, Marioesque, but what's wrong with Mario?

Lastability 89
Dificile, because you've only three lives, but not frustrating.

Force factor 88
Not the most original title ever, but still magnifique!

He's not lean, he's very green, he's funky Franky. So tighten your bolts for some platform pranks. He's got it all stitched up!

Dr. Franken II


Evidence of the mad scientist is all about. Particularly bizarre are the eyeballs on springs.

Franky's back! The creation of mad Dr Von Frankenbone was introduced in the original Dr Franken, last summer's GameBoy platform smash — but since then the electricity bill has arrived at the Frankenbone castle. And when you're in the business of bringing pick'n'mix body parts back to life, an electricity bill is bad news.

So Franky has fled from the castle and hidden himself on the outskirts of the Franken estate, planning to find Dr Von Frankenbone's lost treasure and pay off the bailiffs from the electricity board.

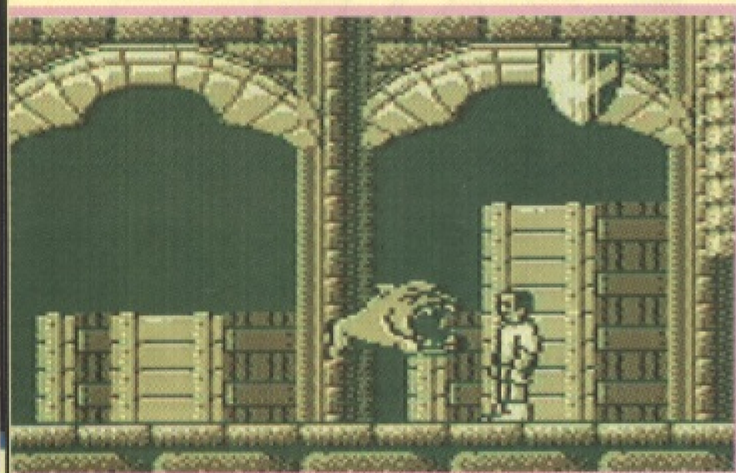
Dr Franken 2 has managed to outdo its predecessor: with seven new locations, 140 rooms and 12 different buildings it'll take you months to explore this humunguous creation.

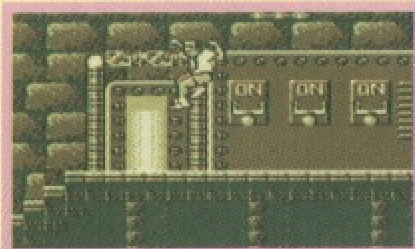
The graphics have been improved too, with a more cartoony Franky, strutting around in his disjointed way modelling his T-shirt and bermuda shorts — a definite improvement on those passé pyjamas! The backgrounds are just as detailed as in the original, and there is a plethora of evil creations to bother you.

The game starts with a measly three lives and no continues, and they don't last long. But there is a password system to help out, and a useful save-game option.

Dr Franken 2 screams brilliance like a deranged banshee. It's got it all — huge area, fluid animation, devious platform strategy, even onscreen help in seven major languages! Anyone will love this cart, and platform fiends will... well, let's just say they won't be disappointed!



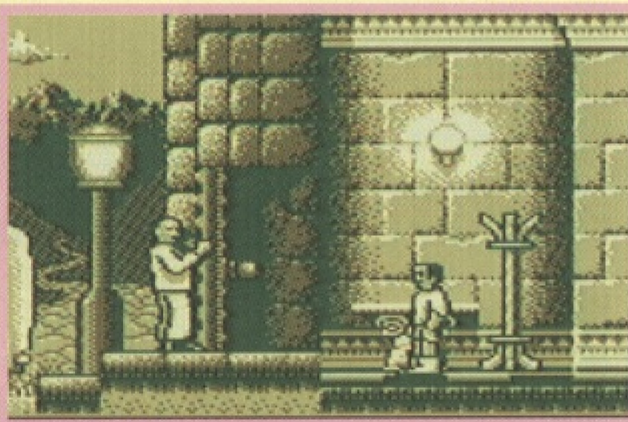

There are many creatures of the night that Franky may fall prey to — lycanthropes are only one.



The life-giving electricity-harnesser.


Attack of the killer bees — Franky breaks out the calamine lotion.


Even monsters need a helping hand — but not there thank you!


There's somebody at the door — it's the bailiffs!


Is that last night's vindaloo?

Sound 95
Cool tunes and masses of spot FX.

Graphics 90
Slick animation with lovely sprites and backgrounds.

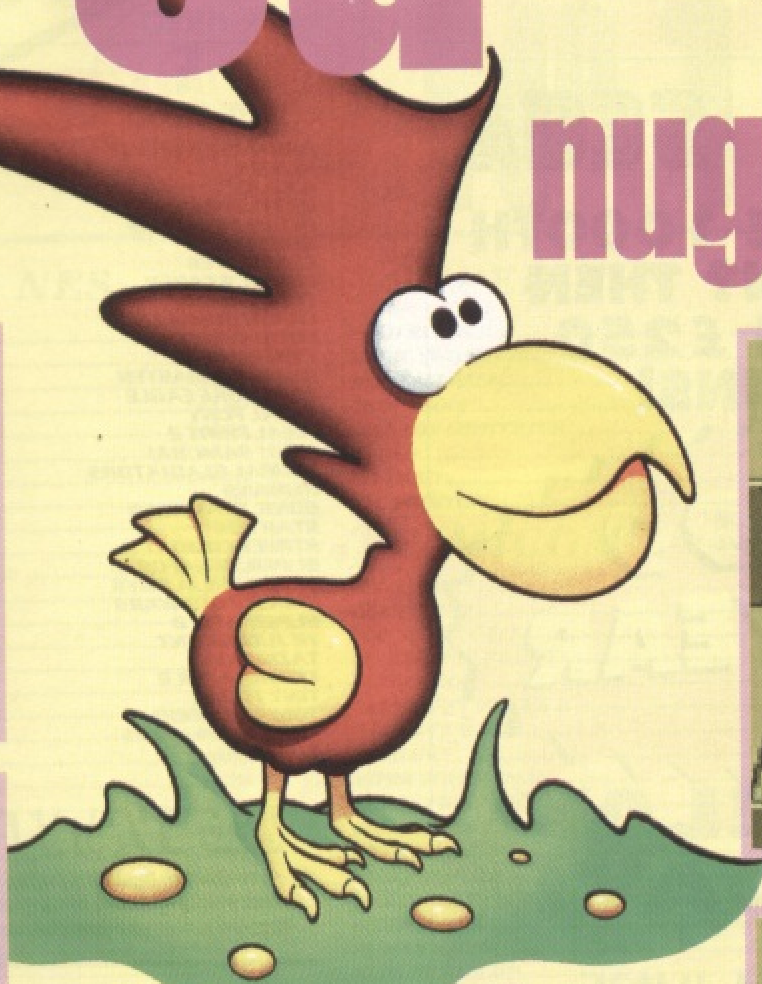
Playability 83
Polished control method, good responsiveness, but tough to get into.

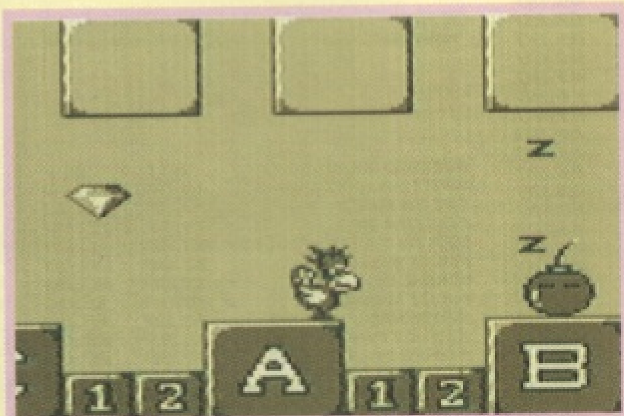
Lastability 92
Such an enormous game you'll need a bolt through your neck to finish it!

Force factor 90
Uncannily good, this is bound to repeat the success of its predecessor.

Alfred Chicken nuggets

Alfred Chicken is a tricky game with loads of hidden rooms and secrets, but a few essential skills will help you through





Baddies



Sleeping bombs — These little bombs are fast asleep until Alfred gets in their range. They then wake up and explode in five directions. You should have no trouble dodging the shrapnel but make sure you don't accidentally run into another baddie.



Spinning mines — These large black mines spin round in a fixed pattern and usually are in Alfred's path; unfortunately they can't be killed so you have to dodge them. Take your time and don't try to rush past.

Mice — The mice patrol the platforms. They don't have any weapons, but just walk up and down at different speeds and attempt to kill Alfred. They can be killed easily with the divebomb attack; when you have killed one you will be flung into the air so you can attack the nex. The more you kill without touching the ground the more points you get.



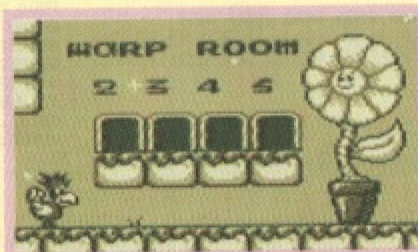
Cheats never prosper (well, sometimes)

There is one way to be sure of getting through Alfred's adventure — cheat!

There is a very well-hidden warp room on the first level which allows you to go directly to any level between two and five but is nearly impossible to find unless you know how.

First of all go and see Mr Pickles for the strawberry jam. Then go through the first door near the top right of the first section, head left, jump on the springs and head toward the ceiling, then hit the hidden block with the door above it.

Now head to the top right-hand corner of the level and stand on the edge of the platform with the balloon and mouse. Spit out a seed, and another hidden block will appear. Jump onto this and off to the left, disappearing off the screen, then walk left along the top of the screen to the suspended platform and through the door.

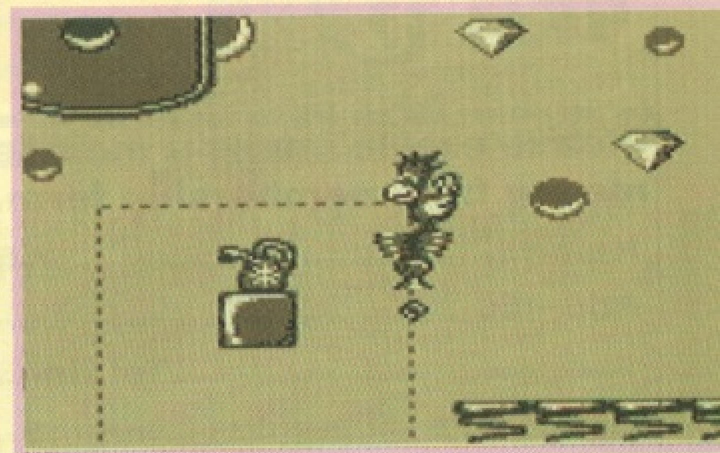


You will now find yourself in a vertically-scrolling level with loads of springboards — and a monster chainsaw in hot pursuit! So don't hang around, collect all the one-ups you can and when you reach the top you will find yourself with Mr Pickles. This time there will be four doors to choose from, allowing you to access levels two to five.



General tips

Alfred's standard attack is the divebomb, which must be perfected as soon as possible. Use the first level to get this attack working well and you will profit from it later. You can also use this attack as a springboard: when you are thrown back into the air you can control yourself and get onto platforms which would normally be too high. This allows you to collect more bonus items and greatly speed up progress in the vertical levels.



Later on you can collect a ball weapon and blast the baddies.

If you collect all Mr Pickles's watering cans you receive an extra life at the end of the level. More importantly, if you collect all these garden tools throughout the game you get to see the excellent full ending.



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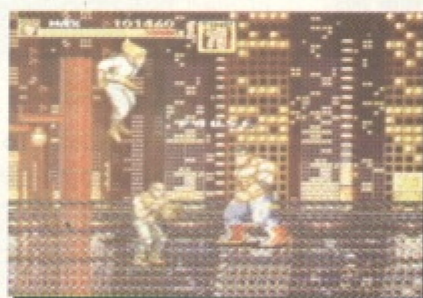


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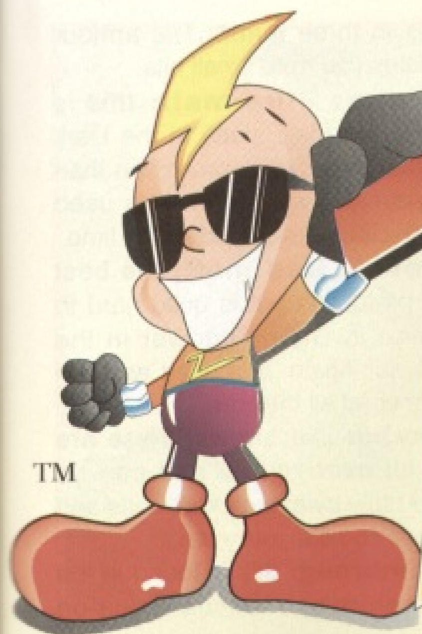
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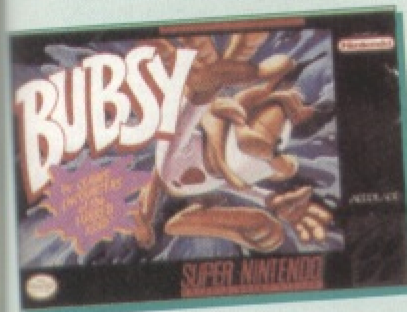
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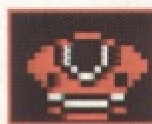


Arrows: these are used in conjunction with the bow. You can also buy them from the stores dotted throughout the game. You can carry a maximum of 30.

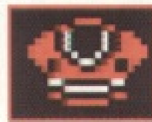


2. Arrows (silver): to complete the game you need the silver arrows, which are obtained from the Dark World's pyramid of power. You first need to pick up the big bomb to blow a hole in the side of the pyramid — follow signs to the bomb shop — and then throw the arrows in. They turn into silver arrows which can be used to kill Ganon.

Armour: this comes in three forms. The armour you start with only shields you from small hits.



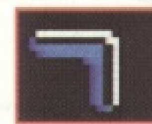
3. Armour: Blue mail: this is located in the Ice Palace in the Dark World and gives better protection than the armour you start with. It is used automatically when collected and is used all the time.



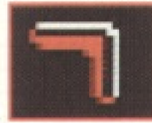
4. Armour: Red mail: the best form of protection but is quite hard to find, deep in Ganon's tower in the Dark World. Again, it is used as soon as you pick it up and is used all the time.



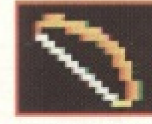
5. Bombs: like arrows, these are found all over Hyrule and can be used to blow away cracked walls and enemies. You can carry ten.



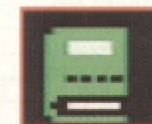
6. Boomerang: this is found in the castle before you rescue Zelda on level B1 and is used for stunning enemies at short range and collecting items which are just out of reach. It can be used anytime. There is also a more powerful red magical boomerang.



7. Magical boomerang: to get this, go to the waterfall of wishing — just before you come to the route which leads to Zora, walk through the waterfall — and throw in your blue boomerang. The faerie asks if you dropped it. Say 'yes' and she turns it into the magical boomerang.



8.Bow: the bow is useful to attack enemies at long range. It is found in Eastern Palace's big treasure chest and should be located easily.



9. Book of Mudora: This important item is found in the library south of Kakariko village. It is on the top shelf just out of reach so you need the Pegasus Shoes. The book allows you to read all the ancient Hylia writing which is essential to your success; it can be used on any Hylia writing. You need it to get into the Desert Palace and to free the medallions from their stone tablets.

The legend of Zelda
A Link to the Past *Part One*

Small Tips

Exhaust Heat II

This screaming hot F1 racer comes packed with a half dozen handy cheats. Grab controller 2, flip on the game and in the short while the Notice screen is showing, quickly hammer in these codes.

Rank Select
If you're not inclined to fight your way up from Class C to F1, try this cheat and pick any rank and machine. [UP], [DOWN], [LEFT], [RIGHT], [X], [B], [Y], [A], [A], [A], [A], [A], [A] and [A]. After selecting your machine, you can even save at the menu Screen so you can start playing with F1 aces in a top class machine from the start.

F1 Course Select
For this trick, you have to have F1 data saved. (No problem!). Just use the above cheat, reset and try this code.) While the Notice Screen is up, hammer in [A] four times and [B] fourteen times.

Shoot for individual course time records! [UP], [X], [RIGHT], [Y], [DOWN], [B], [LEFT], [A] and [A]. You get the choice of any machine so you should be able to put some decent numbers.

Sound Test Mode
Check out the cool sound effects and rockin' tunes with the cheat. [L], [R], [L], [R], [L], [R],[L], [R], [L], [R], [L], [R] and [R].

Extra Shooter Game
Surprise, surprise! If you get tired of hardball driving, try your hand at a couple of prehistoric games included in this

10. Bottles: there are four bottles all in different locations, but it is worth the effort of finding them all as they can hold faeries or magical potions, both of which are essential later on in the game. Here's where to find them:

1. The first one comes from the Indian seller in Kakariko village. He charges you 100 rupees.





2. The second comes from the inn at Kakariko village. Enter through the back door.

3. This third is under the bridge — the one near the castle — so you need the flippers to swim to it.



4. The fourth is a bit more complicated, found in the Dark World. Find a red chest in the area corresponding to the smithy's house in the Light World, and take it back to the man sitting by the sign in the Light World's desert palace entrance. He opens it for you and inside is the last bottle.



racer. The first is a two-player shooter duel that looks like a museum piece. Just key in [Y] four times and [X] twice.

Rotten Wall Game
Here's another diverting classic! Key in [X] four times [Y] twice for a *Pong*-style 2- or 4-player battle with breakable blocks in the way a la Breakout.

Batman Returns

If Cat Woman, The Penguin and the Circus Gang have you at their mercy, ease the load by cranking up Batman to nine lives! Just punch in the word famous Konami command on controller 2 at the Option Mode menu: [UP], [UP], [DOWN], [DOWN], [LEFT], [RIGHT], [LEFT], [RIGHT], [B], and [A]. You can now jack up the number of lives (REST) to 9!

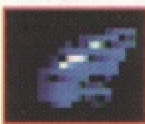
King of The Rally

Although this isn't by Konami, the Konami command can be used for round select anyway. While the Round demos are running, just tap in [UP], [UP], [DOWN], [DOWN], [LEFT], [RIGHT], [LEFT], [RIGHT], [B] and [A] on controller 1. You'll hear a sound if it world. Select the round by pressing UP or DOWN and start.

If you find you're running out of fuel while racing, pause the game with SELECT, and key in the Konami command. Your fuel tank will be instantly replenished so you can keep the pedal to the metal without every worrying about



11.Bug net: this may not seem an important item but it proves very useful. It is given to you by the boy who is ill in bed in the Kakariko village, and is used for catching faeries, which can be put in bottles and used at a later date to restore energy.



12. Flute: this is used to release the bird in Kakariko village square, which then takes you to different parts of the Light World. The flute is buried in the top left-hand corner of the haunted grove under some flowers but you need the shovel to unearth it.



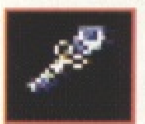
13. Flippers: these are got from Zora, in the very top right-hand corner of the Light World. It is quite a trek to his waterfall so make sure you have the 500 rupees which he charges! When you have the flippers they are used automatically and you are able to swim even in the deep water, putting previously inaccessible areas within your reach.



14. Fire rod: found in the big treasure chest of Skull palace (Dark World) so is not hard to locate and collect. The fire rod shoots out a bolt of fire energy which can be used to kill enemies or scorch the scenery, but its main use is to get you into the second part of Skull palace. Use the fire rod while standing in front of the skull head and it reveals an entrance



15. Hookshot: locked in the big treasure chest of the Watergate dungeon, in the Dark World. It can be used as a grappling hook to swing across gaps, or like a boomerang to stun enemies or collect objects.



16.Ice Rod: the opposite of the fire rod and is used to freeze enemies. It's located in a cave east of Lake Hylia. Find the crack in the wall left of a door; place a bomb here and an entrance is revealed. Go in, walk north and open up the chest to get the ice rod.



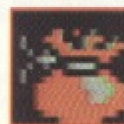
17. Lantern: if you can't find this give up now! It is in Link's house in the chest.



18. Magical mirror: this is given to you by an old man who is lost in mountain caves when you have led him to safety. If you are in a dungeon or palace and get lost you can use the mirror to transport you right back to the start of the dungeon you are in. And in the Dark World you can transport your self back to the Light World at any time.



19. Magical hammer: an essential if you are to finish the game. It is in the Dark World, in the dark palace's big treasure chest. The hammer can be used at any time to kill baddies or drive stakes into the ground.



20. Magical dust: this seemingly worthless item comes from the witch who is east of the castle in the Light World — but you need to take her stalling out.

The following selection of useful tips was sent in by **David Straker** of **Derby**.

Final Fight Guy

On stage four, walk up and down in front of the white dog for more energy.

Super Formation Soccer

For a sound test go to the title screen and press [R] and [Y] together, then enter the password UURUDUUDLUL.

Final Fight

To get to a hidden options screen hold down the [L] and [R] buttons then press [START].

Super R-Type

At the title screen, hold down the [R] button and press [UP] nine times: you'll hear a tone. Start the game, then hold down [PAUSE]. Hold [R] then press [SELECT]. Use [UP] and [DOWN] on the joypad to choose your level.

Dragon Ball 2

This cheat for playing the same character in this Japanese Super Famicom game was sent in by *Joseph Lee* of *Middlewich*.

Hold down all the buttons on joypad one ([L], [R], [Y], [B], [X], [A]) after the speech has finished. Now make a circular movement on the joypad; you should hear a ringing noise indicating that you have activated the cheat.

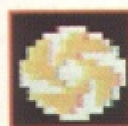
If you keep the buttons held down and repeat the circular movement you can access five more

some rotten fruit so she can make it! It is used to transform creatures; one of your first victims should be the creature southwest of the witch's house.



21. Magical cape: to get this go to the easternmost plot in the cemetery in the Dark World and stand next to the pile of rocks. Now use the magical mirror to warp back to the Light World, then dash attack the headstone, walk down the stairs and open up the chest to reveal the cape. The cape turns you invisible but be warned that it drains magical power all the time you use it.

Medallions — There are three magical medallions in the game, all with different uses.



22. Bombos: to find this you need to be in the Dark World in the area that corresponds to the desert palace in the Light World. Stand by the stakes and then use the magical mirror; you are warped onto the cliff with the medallion on it. Use the Book of Mudora to get it out of the monolith. When used, this medallion causes a large explosion wiping out all the enemies nearby.



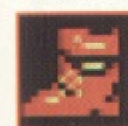
23. Medallion: Ether: this is found at the top of Death Mountain. Walk to the tower of Hera, then go over the long bridge to the left and use the Book of Mudora to read the text and free the medallion. You need this to enter the Misery Mire dungeon. It surrounds Link in a circle of power killing any nearby enemies.



24. Quake: this is found in the Dark World in the northwest corner. There's a sign saying that on account should you throw a stone into the circle of rocks, so obviously you throw a stone into the circle of rocks and up pops a creature who gives you the medallion and tells you to go away! When used it creates a mini-earthquake destroying any nearby baddies; you also need this to get into Turtle Rock dungeon.



25. Moon pearl: found in the big treasure chest in the tower of Hera and should be quite easy to get. If you warp to the Dark World without the moon pearl you turn into a small pink rabbit with no attack or defence abilities.



26. Pegasus shoes: when you have found the Pendant of Courage from the eastern palace take it to Sahasrahla and he gives you the valuable shoes. With them you are able to perform the dash attack, used for attacking enemies or hitting trees from which goodies may drop!.



27. Power glove: this is the first of two lifting aids in the game and is found in the big treasure chest in the desert palace; it enables you to pick up lighter-coloured rocks.



28. Rotten fruit: found in the Lost Woods. It is needed to get magical dust from the witch.

Shields — There are three different shields, as follows in ascending order of power.



29. Fighter's shield: this comes from your uncle in Hyrule castle at the beginning of the game.



30. Red shield: this offers better protection and can deflect some weaker attacks; it is obtained by going to the Waterfall of Wishing and throwing in your old shield. The faerie gives you the red shield.



31. Mirror shield: this is the best shield in the game and can deflect any attack including laser bolts. It is locked away in the big treasure chest in the Dark World's Turtle Rock and is worth getting.



32. Shovel: this is obtained from the haunted grove in the Dark World. You see a creature sitting on a treestump; if you agree to help him he gives you the shovel, which you should use to get the flute.

Swords — There are four swords with different power levels.

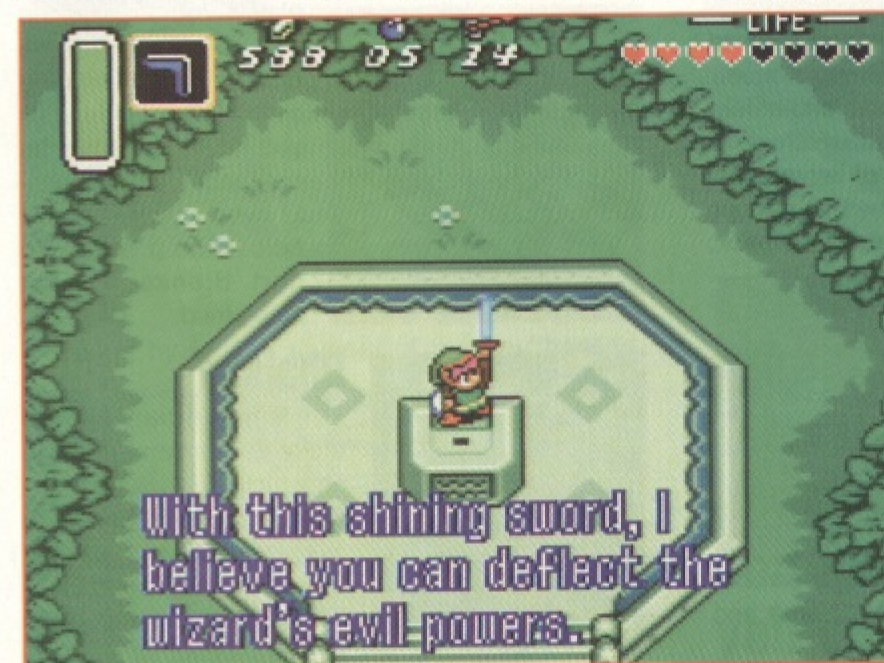


33. Fighter's sword: this is received from your uncle at the same time as the shield.

34. Master sword: the Master sword is found in the northwest corner of the Light World in the Lost Woods; you can't take it until you have all three pendants. The master sword can be powered up two more times.

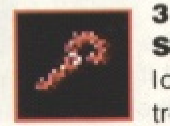
The first power-up is obtained by rescuing the frog from the Dark World — he is in the area corresponding to the library in the Light World and you need the Titan's Mitt to lift the stones which trap him. Take him to the smithy and he tempers your sword for you, making it much more powerful.

The second power-up stage is obtained in the Dark World, by throwing the sword into the magical pond in the pyramid of power, as you did with the arrows. You now have the very powerful golden sword.





35. Staff of Byrna: you need the Titan's Mitt and the Magical Hammer to get this. Use the warp pad on the top of Death Mountain to get to the Dark World; now work south and fall off the edge to a ledge underneath. Go in through the door and knock the moles' heads down with the magical hammer, then run across the spikes until you get to the large rock. Pick it up, walk forward and open up the chest to get the staff; you are invincible while you use it but it drains magical power.



36. Staff of Somaria: this staff is locked in the big treasure chest in Misery Mire. It creates Somarian blocks, which have a number of uses, such as forming floating platforms in Turtle Rock dungeon. The staff drains magical power.



37. Titan's Mitt: This is the most powerful lifting aid in the game and lets you lift any rock, even the dark-coloured ones. It is found in the big treasure chest in the Gargoyle's dungeon in the Village of Outcasts (Dark World).

Now you have all the magic items, all that remains is to defeat Gannon and his minnions. Join us for Part Two of this solution and we'll show you exactly how.

characters. Listen for the speech telling you that the cheat is working.

Hyperzone

To access a sound test press [L], [R] and [START] on the title screen; to access the music press [A].

Joe and Mac

To exit a level you've already completed press [PAUSE] and [SELECT].

Gods

Here are some handy codes to help you through the game.

Temple	SDI
Labyrinth	MGB
Underworld	BMH

Super Battle Tank

Fire your gun at any target, and as soon as the target flashes press [START] and [PAUSE]. The target continues to flash. Pretty soon you're able to destroy anything with just one shot from your gun.

The Rocketeer

Try the following passwords:

490	629	313
435	765	818
435	454	215
318	469	417
040	473	312

Final Fight

To get a hidden option screen, go to the title screen, press and hold [L], and then press [START].

Robocop 3

To top up your power supply in the middle of a level, press [START], then press [SELECT] three times. This should give you a full power supply.

Street Fighter II

The Ultimate Level Seven Guide

This is the only *Street Fighter II* guide you'll ever need. We profile each of the eight characters and four final bosses, highlight their weakness and reveal their attack patterns. We start with...

Chun-Li

Even on Level Seven she makes a huge mistake — she jumps far too much! If she tries to jump over you and attack you can either use a strong crouching punch or jump back and do a strong kick; you should be able to score a hit every time. If she uses the 'Spinning Bird Kick', crouch and do a strong crouching



punch, which knocks her out of this manoeuvre and leaves her open to your counter-attack.

With Chun-Li the best tactic is to wait and before long she go into jumping 'spasms', at which point she is extremely vulnerable. Another of her popular moves is her off-the-wall attack — when she jumps try to get behind her and jump-kick her in the back,



then follow this up as she lands. But the most important rule is not to rush — bide your time and she is no problem.

Zangief





This guy is a cake-walk — Zangief is very slow and even on maximum difficulty setting he offers no challenge to a good player. The best tactic is to wait until he starts to move in on you and then do a vertical jump with a strong kick, followed as you land by a strong leg sweep. If he gets too close for you to do this, jump back to give yourself more room and continue. You will finish him off in no time.

Blanka

Blanka can an awkward opponent as he has no fixed attack pattern, although there are a number of things to look out for. If he walks away from you or starts jumping repeatedly, he is more than likely going to attempt a Cannonball Attack, so anticipate this and use a strong jumping-kick to take him out of it and do double damage.





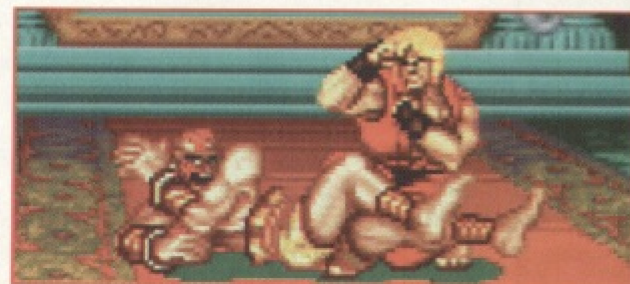
His other special move, the Electricity Attack, won't come into play if you stay on the ground, so don't be tempted into jumping over him — it leaves you too vulnerable. The only exception is Chun-Li who can use her head-stomp attack to hurt Blanka without being fried.

Dhalsim



The slow Indian can be tricky if you don't use the right tactics. Block his Yoga Fire, or even better jump over it, but watch out for the changing speed. The best tactic is to get in close as this cuts out all his long-range attacks.

His other special distance attack, the Yoga Spinning Drill is easily dealt with if you use a crouching strong punch, jumping strong kick, or best of all a throw. The only other thing Dhalsim uses that can be a problem is the Yoga Slide attack. If he



starts, this block low and wait until he slides very close in. Then, just before he gets up, strong sweep his legs.

Ken

Ken tends to stick to a small number of attack methods. The first is the Hurricane Kick; he always





follows one immediately with another, and to take him out of this you should use a strong crouching punch. The next method is the Dragon Punch; he does one small punch followed by a stronger one, so you can jump-kick him out of this or wait for him to land and throw him. Ken's last technique is fireball attacks, and again he always does several in sequence, so anticipate when the next one is coming and just as he lets it go jump toward him and strong-kick him followed by a strong sweep. Ken sometimes has jumping fits, against which you should use a crouching strong punch.

Ryu



Ryu is a good opponent but makes a few mistakes. When he walks toward you, strong-sweep his

---

Tiny Toons

Easy level

1. Looniversity: BABS-GOGO-MAX
2. Wild West: PLUC-BOOK-ELMY
3. Ghost House: MAX-CALA-SHIR
4. American Football: ELMY-ROAD-SWEE
5. Space: SWEE-PLUC-BOOK

Hard level

1. Looniversity: PLUC-BABS-BOOK
2. Wild West: ROAD-MAX-ELMY
3. Ghost House: GOG-SHIR-SWEE
4. American Football: BOOK-PLUC-BABS
5. Sky: GOGO-CALA-ROAD
6. Space: MAX-BABS-SWEE

Menu for each of the bonus games: ELMY-SHIR-CALA

Populous

To get full power, press [A] then [B], hold [LEFT] and press [RIGHT], press [A] [B] [X] in that order, and hit [SELECT].

Jaki Crush (Japanese)

To obtain masses of balls type in the following codes:
4444444Y: 33 balls
5555555: 21 balls
6666666C: 41 balls
8888888S: 84 balls
CCCCCS: 8 balls
KKKKKKS: 10 balls

Prince of Persia

Go to the password screen and enter SPECIAL; when it's rejected, cancel it and start again. Now pause and press [B], [Y], [UP], [DOWN], [LEFT], [RIGHT], [L] and [R]. If



legs; multiple weak sweeps are also effective. Like Ken, with his fireball attack he never lets just one go but always follows it up. He carries on longer than Ken, so you have a bit more time to figure out the timing of the jumping strong kick followed by the strong sweep.

Honda

This is another easy opponent if you use the right tactics. Never try to jump over the top of him as he gets you with his strong slap every time and inflict a lot of damage; instead use a vertical strong kick followed by a strong sweep, which gets him every time. As he walks toward you repeat the process.





Guile



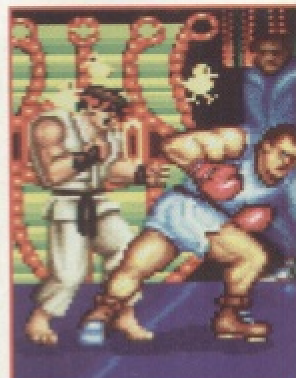
As with Honda, never attempt to jump over the top of him as he gets you with the Flash-Kick every time. The best tactic is to draw him into doing a flash kick and then attack him with a strong jumping kick which knocks him to the ground.



Avoid his Sonic Booms; they are more powerful than Ryu/Ken's fireballs, so try to jump them rather than block. Another good tactic is to keep low and as Guile walks toward you do a strong sweep; he will probably block but when he starts to walk toward you again, sweep him. If you repeat the process a couple of times he either forgets to block or tries to jump over you, and you can then do a crouching strong punch.

Balrog



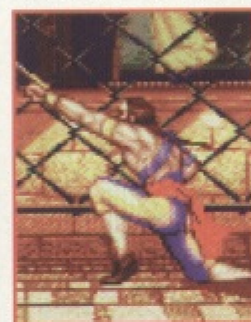


This is the first boss character, and quite a handful. There are two things which you should not let Balrog do: if he starts slide-punching it is very difficult to get out, and if he makes contact with a turning punch you are in big trouble, so sweep his legs. If you are using Ryu or Ken use the Hurricane Kick to daze him then throw for maximum damage. If you're using a different character attack with sweeps — if you repeatedly sweep his legs he starts jumping, which then makes him vulnerable to a crouching strong punch. The best way to beat Balrog is to pick your time, do a sweep, block, and go for another sweep. If you see him starting to do a slide punch try to hit him first. If you're having major problems switch to Ryu/Ken and then change back to your other character once you've beaten him.

Vega



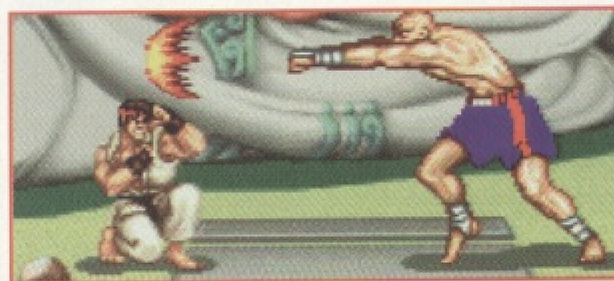
This character is very tough and many players are defeated by his speed and combination attacks. Vega is much like Chun-Li in the way he attacks, although more varied. The best chance you have to attack him is when he does his Flying Barcelona Attack off the wall. Meet him with a flying strong kick: if you time it right, he falls back and you follow up immediately with another flying kick. Repeat this process until he is stunned, then throw him.



If he starts to go for the tumble attack along the ground, block and wait until he is right next to you, then just as he finishes the last tumble go for a strong sweep.

Sagat

Sagat is by far the easiest of the four bosses, because he has a very simple attack pattern. His principal attack method is the tiger fireball, which he can fire off at two levels — duck the high ones and jump over the low ones. His other attack is the very damaging Tiger Uppercut. Lure him into doing a Tiger Uppercut — as with Guile and the Flash Kick — and then hit him with a strong jumping kick, which does double damage.





Another good method is to anticipate when he is about to send the next fireball and then as he lets it go jump toward him and use a strong kick followed by a strong sweep. This knocks him over and dazes him so throw and then repeat the process. If he starts to jump toward you just block and sweep as soon as he lands.

M Bison



This is it — the final boss in the game, all that stands between you and the street-fighting world crown, and surprisingly he is quite easy. His main advantages are his speed and his very fast multiple hit combinations. Your best chance for victory is to anticipate when he is about to jump into the the air and meet him with a flying strong kick. One thing you should not do is try and jump over him as he counters with a flaming torpedo.



Your blocking has to be superb as one mistake and it's game over. If you get his energy down to about a quarter he starts to use the torpedo attack all the time, so be ready with the blocking or a projectile attack; you can attack him just before he launches a torpedo, when he has the energy ball in his hand.

That's it. You are now a true World Warrior. Turn up the sound and check out the special end sequence — you've earned it.

this is done correctly you'll hear a noise. Now hold [START] and press [SELECT] to get a level select.

Super Probector

If you own a rapid-fire pad, grab any two weapons (except the flamethrower). Now hold buttons [B] and [X] to fire with both guns simultaneously.

Pro Action Replay Codes

The Addams Family

7E00AC05 Infinite lives
7E00C302 Invincible

Bart's Nightmare

7E013D02 Unlimited bubblegum

Super Castlevania IV

7E007C03 Infinite lives
7E13F214 Unlimited extra weapons

Mickey Mouse

7E02B104 Unlimited energy
7E037202 Unlimited lives

Super Soccer

7E10F803 No opposition goalkeeper for first half

Tiny Toons

7E009E03 Unlimited energy
7E008E04 Unlimited lives
7E00B6AO Super disks always available

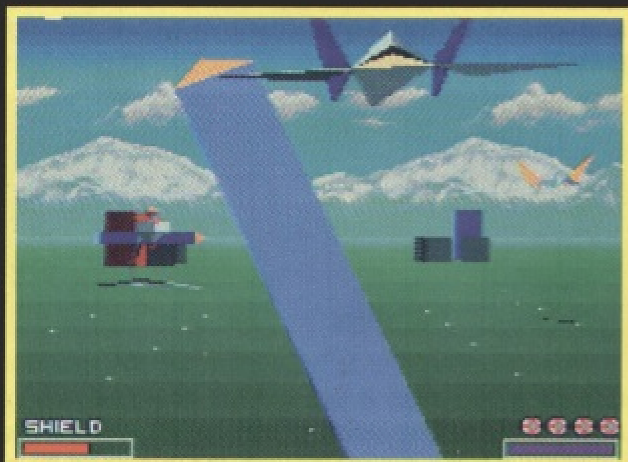
Jaki Crush

7E1C62XX Replace XX to get any number of lives
7E1C6202 Infinite balls

StarWing

Complete solution

Prepare for lift off as we strip *StarWing* to the bone. From take off in Corneria to the showdown on Venom, we give you everything you'll ever need to crack this stunning Super FX shooter.



Level one: Corneria — the Base

The first level is fairly easy, with only a few things to look out for — the blue pylons which fall in your direction can be troublesome, so it's a good idea to shoot them before you get anywhere near them.

Boss: Battle Carrier

The first boss you encounter is easy to do away with. First aim at the bay which opens to the right of the ship; when this is destroyed the two protective shields to the left of the ship open to reveal weak spots. Blast both of these until they fall off the ship, and you are left with the bridge area. Shoot the flashing section in the middle to destroy it. As you are doing this, dodge the energy bolts that are fired at you. Try to save your smart bombs for later on.



Level Two: Asteroid Belt

The golden asteroids can be destroyed, which makes getting through the asteroids much easier. The squadrons of yellow ships with the blue leader can cause some problems if you're not careful; aim for the blue leader and the whole squadron can be destroyed in one shot. To destory the three triangles which form to fire an energy bolt in your direction, shoot the centre of them when they are together. Repeat this three times.







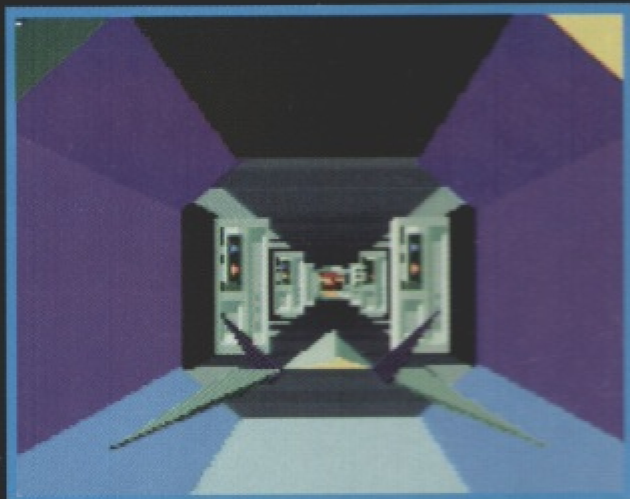
Boss: Rock Crusher

This large spaceship is relatively easy to kill. When it appears it moves around to show four diamond-shaped points which can only be destroyed when they are uncovered, so don't waste much time. There are two groups of these; when both are destroyed a large section of the ship is jettisoned in your direction. Don't let it hit you. You are left with the nucleus of the ship, so keep blasting the centre while dodging the energy bolts.



Level Three: The Andorf Space Armada

The first tunnel scene is an easy affair. All you have to worry about is not hitting the walls and



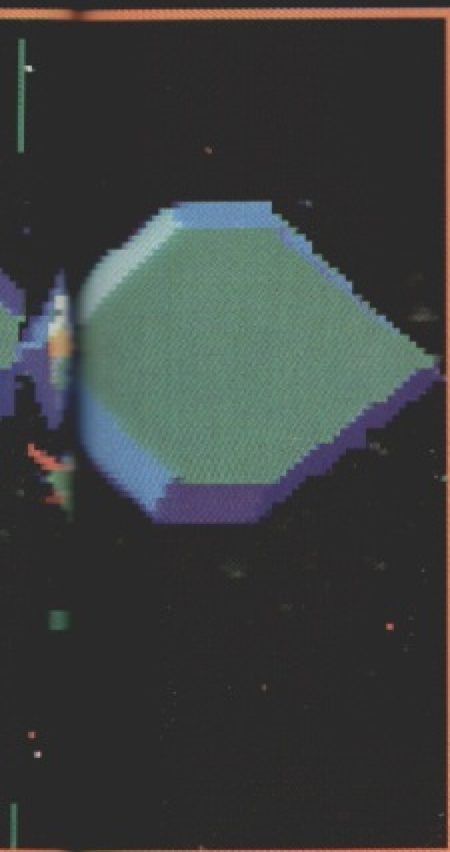
dodging any beams in the tunnel. When you get to the core aim at the diamond-shaped object and you should have no trouble destroying the ship.

The second tunnel scene is a little tricky. Dodging the beams is the same but when you

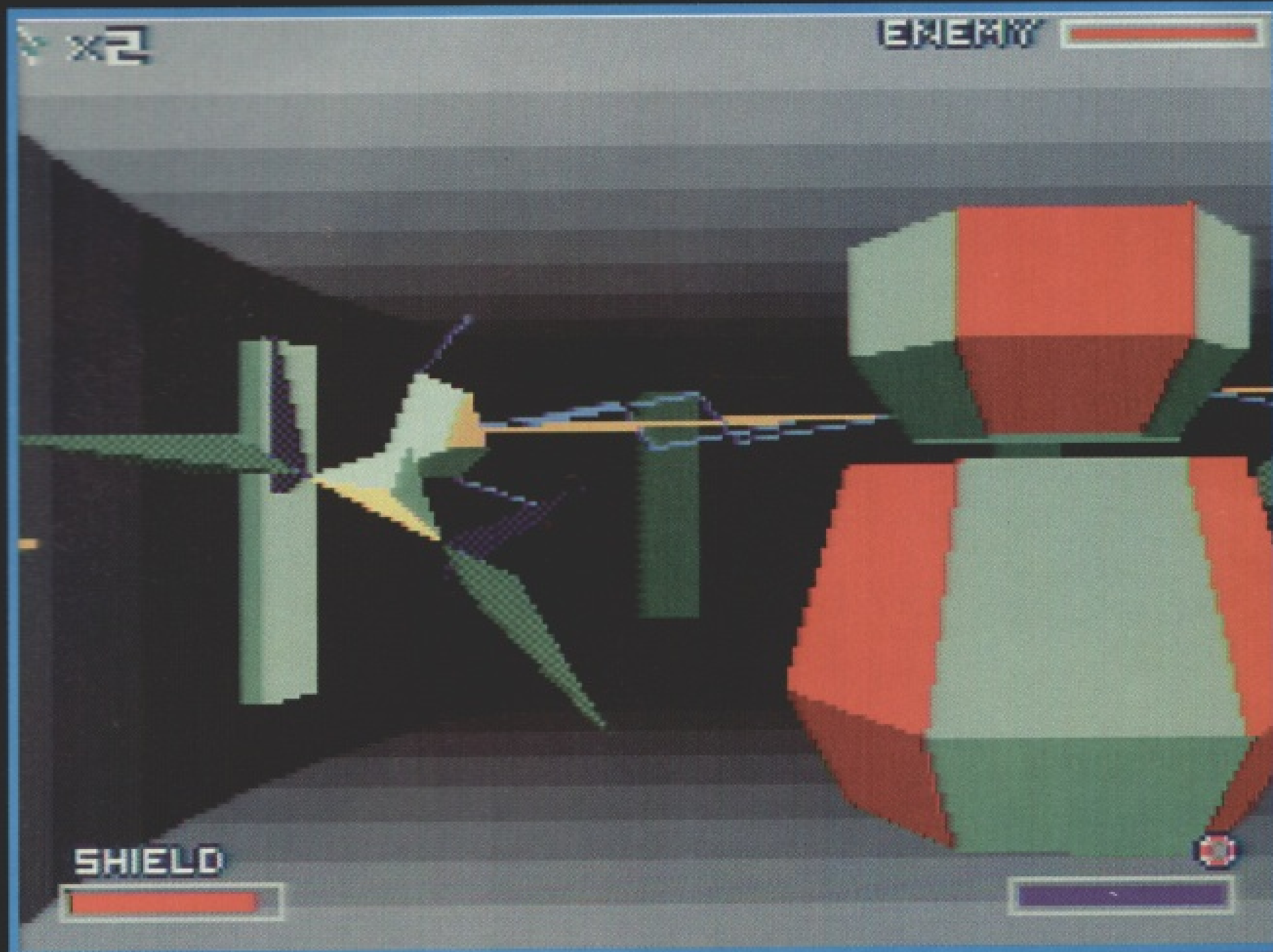


are approaching the moving yellow beam stay as close to the ground as possible. You should fly right under it!. Shoot any closed doors and they open for you. Destroy the core the same way as before.

The third and final tunnel scene is pretty difficult. The doors with the flashing arrows pointing up or down can be toggled but always do the opposite of what they say — if they are pointing down, stay high and you should get through unscathed. Shoot the baddies behind the last door and collect two much-needed shield icons.

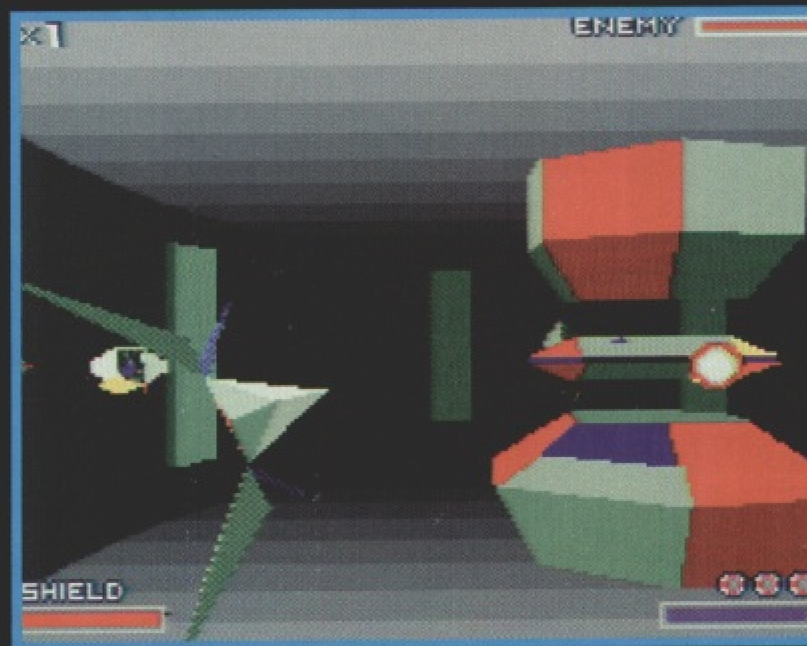






Boss : Atomic Base

When you enter the area in which the boss is situated you notice three objects floating around. Destroyed before the core energises them; if they are energised, keep trying to shoot them while dodging the charges linking the core with the ships. When you have destroyed these the middle of the core opens to reveal a weak spot. Shoot this and before long the whole thing blows up.



Level 4: Meteor

This is where things start to get difficult. The two-legged walkers each have an



'eye' at the front which if shot destroys them in one go; this saves lots of wasted shooting. On this level there are masses of enemy ships which float just in front of you and fire; the best way to evade these would-be



assassins is to fly low and when they fire move up quickly. There is a hidden shield ring behind the first building you come to; to get to it shoot the doors just as you get close to it and as they open use your thrust to get through.

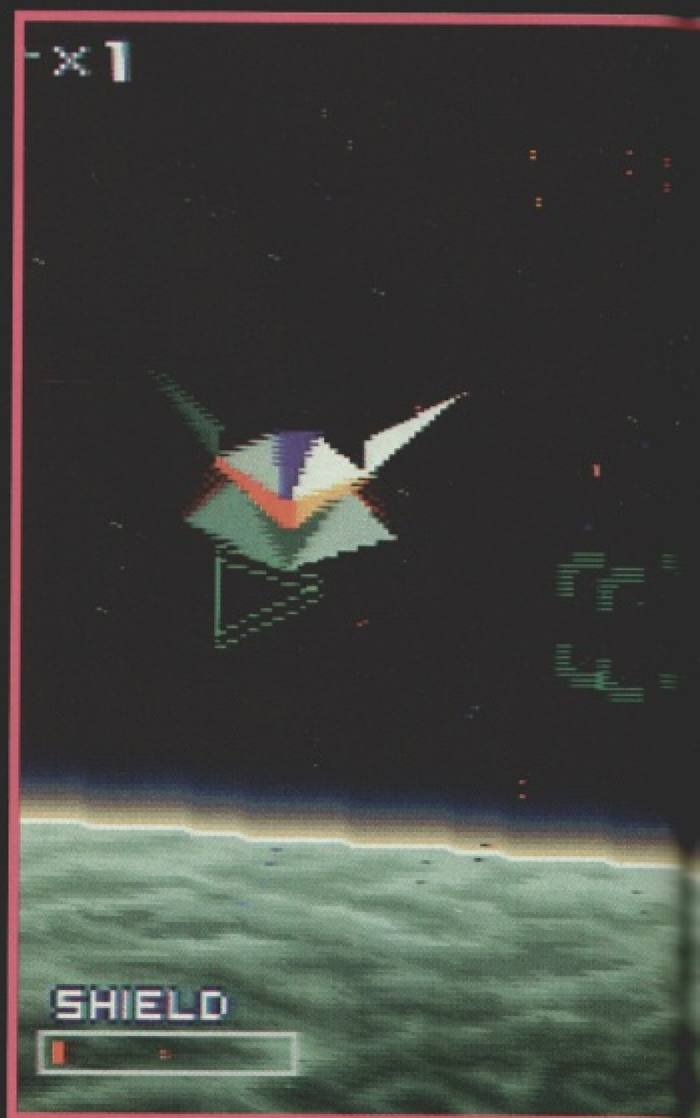


Boss: Dancing Insect

When this spider-like creature appears on the screen go straight for his legs and just keep shooting. Before long he turns into a huge spaceship with blue wings. You can't harm him in this form so just dodge him (if he moves toward you he will either stay high or low; you should do the opposite). He then turns back into a spider, so go for the legs again.

The next time he turns into a ship he has bright red wings, signifying that you can now do damage to his wing areas.









Keep shooting them and one by one they blow up and fall off. While you are doing this he shoots huge fire columns which bounce off the ground at you; avoid these at all costs as they do great damage. After the wings have gone you are left with a small ship which shoots energy bolts at you — dodge these and keep firing.

Stage Five: Venom

Your final adventure is split into three separate missions.

Venom: Above the planet

This is the easiest section of the Venom level but there are troublesome enemies, among them the missiles which are launched from the planet's surface. If you have trouble shooting them all, keep moving and try to dodge them. The ships with the invisibility shields are hard to hit but don't fire at you much, so don't go out of your way to kill them.





Boss: Phantron

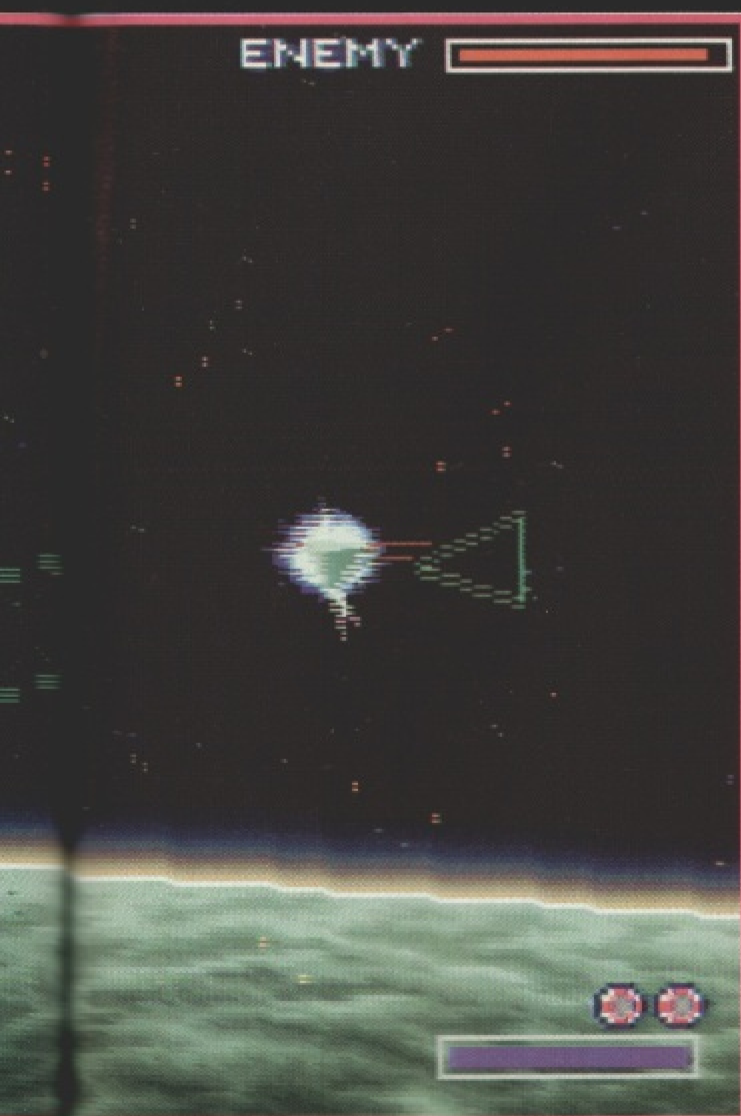
Phantron starts as one ship spinning toward you. It then starts to move from left to right while shooting at you. Aim for the head section and keep shooting. Phantron then splits into three heads shooting yellow blasts; dodge these and concentrate on shooting *one* of the heads, as they all have the same energy bar. When Phantron's energy is exhausted he turns around and heads for the planet's surface — but you have not seen the last of him!



Venom: The planet surface

This level is full of pylons, so





good dodging skills are needed. Shoot the orange columns thrown from the back of the screen. The walls with arrows on the side pointing either left or right are lying to you, so if the arrow points left, go the right-hand side of the wall.



Boss: Phantron

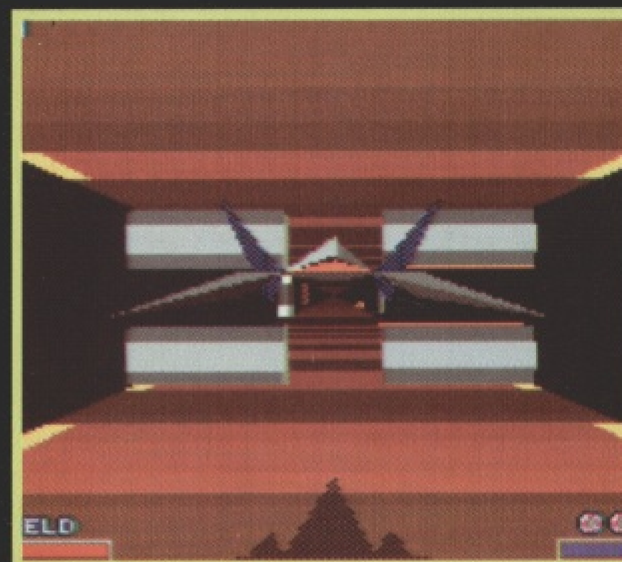
He's back! This time Phantron comes at you as one ship but as he gets close he splits into three heads. Only one of these is vulnerable at any given time, so locate it quickly and blast it as much as possible. When you have shot it enough Phantron flies into the distance and





turns into a two-legged ship.

His weak spot is the flashing area in the middle section. Don't stop shooting, and keep dodging the energy bolts that come out of the weak spot. If he jumps toward you, fly into the top right corner and you should be safe; once you've defeated him you are on your way to the final section...



Venom: The final goal

This final section is a tunnel scene, as on Level Four. Again, all beams which don't move can be dodged easily, and the ones which form in front of you should be no problem either. Avoid the sideways-closing tunnel doors by simply flying on your side and moving left and right.









Boss: Andorf

This is the final boss in the game, and he is fairly easy to beat. When his face has formed start shooting at the eyes, as these are his only weak spots. As you are doing this, dodge the slablike objects he fires from his eyes. Don't bother to shoot while he's spitting out the slabs, as his eyes are closed. When he breathes in, don't worry — you can't be sucked into his mouth.

When both eyes have been destroyed you are left facing a cube with a gorilla's face in it. This does not shoot back, so fire at it as much as possible; use a smart bomb if you have any left. If you don't kill Andorf now the face reforms and you have to repeat the process again.



Congratulations! Venom is defeated and victory is yours. Now sit back and watch those end credits. Join us next month for The Complete Solution to another of your favourite games.

The Guide is... every tip and code you've ever needed, *the* complete games directory, *the* place to buy, sell or swap games. For more information call 0584 875851.

The Code Collection

Every cheat and code ever — that's what this section will become. Pure unadulterated tips. English, American, Japanese, PAL, SCART, official, grey or Action Replay — we've got them all.

Actraiser (US version)

7E001D08 Unlimited energy if playing from the start of the game

Actraiser

If you've finished this great game in regular mode, try a more difficult setting. Go to the title screen and move the game icon below New Game. The word 'professional' appears, enabling you to play in arcade mode.

Another handy tip is to cause an earthquake in Kassandra after the pyramid has risen. During the rebuilding of the city, the inhabitants find a yellow heart. This increases your number of hearts during the action scenes.

Adventure Island

Wait for the intro to start and press [START] for the title screen. Now press [R], [R], [X] and [START] for a level-select.

Alien vs. Predator

For all the hype, this game's a bit of a letdown in gameplay. If you're finding it tough going, try this stage-select cheat. When the title screen is up, select 'CONFIG' and open the option menu. Keeping [L], [R], [X] and [A] pressed on controller two, press [START] on controller one.

Augusta Golf

Augusta is a tricky course for even the most seasoned of professionals. We can't improve your swing but we can make life easier with four choice codes:
L3FHPOZNGW
NXDSF3JNXF
05TCT1SQ4B
GREBZUVSME

Axelay

To become invincible, start as normal, and press [PAUSE] then [UNPAUSE]. Wait a second, then [PAUSE], [SELECT], [UP], [DOWN], [LEFT] and [RIGHT], [Y], [B], [A], [X], [UNPAUSE]. The lives display is replaced with 'MUTEK' at the top of the screen, confirming that the cheat's been successful.



Castlevania IV

7E13 F410	Infinite energy
7E13 F050	Infinite time

Before climbing the steps to meet Dracula, jump across onto the clouds and walk to the far left-hand side of the screen. You get 99 hearts, morning star, triple shot and boomerang.

Contra III: The Alien Wars

7E1F8C01	Bombs player one
7E1FCC02	Bombs player two
7E1F 8A63	Infinite lives (player one)
7E1F CA63	Infinite lives (player two)
7E1F 8CO2	Infinite bombs (player one)
7E1F CCO2	Infinite bombs (player two)

Darius Twin

To get 49 ships, press [L] and [R] on the second joypad then [SELECT] and [START] on the first.

Desert Strike

If you're having trouble making your way through this tough strategy sim try these codes:

Level 2	3ZLHZTN
Level 3	93ZHBRH
Level 4	W8PP97Z
Level 5	W4WSP37

Double Dragon III

SZVUPAAX	Protection for Billy, Jimmy and Chris
GVEPXGGI	Extra energy for Billy and Jimmy
GVEOXK2G	Extra energy for Kanzoli
ZXEPXGGS	Less energy for Billy and Jimmy
IXEOXKZG	Less energy for Kanzoli
ZUEONGGT	Less energy for Chris
GZXUPUVS	Infinite special weapons for all
GOOPKGIA	More special weapons for Billy, Jimmy and Chris
AXOPKGIE	As above, but start with 40 special weapons
AXOONGGO	Start with 40 special weapons for Kanzoli
OZULGASX	More powerful punch, weapon and high kick

F-Zero (UK version)

7E11 5000	Always finish first!
7E00 CA08	Infinite power
7E00 5902	Infinite lives
7E0C F301	Infinite turbo boosters
7E00 CAOB	Infinite power
7E00 5908	Infinite lives

To get a boost from the starting line hold down the accelerator. As soon as the race begins, pull out in front of your competitor. He slams into your back, giving a whopping boost forward.

In Port Town II, get a superjet and head to the left after crossing the starting line. Activate the superjet before you get to the jump ramp and quickly angle to the right to jump to the opposite side of the track.

For a power-up, go to the flashing patch on the track, get on top and ride across it. A spaceship refills your energy from the air so you can get back into the game.

F1 Exhaust Heat

For extra cash, go to the select-player screen and enter **SETAUSA**. This gives you $10,000 when you start the game. Now you can afford those custom parts you've always dreamed of!
If you're having a hard time keeping up with the rest of the field, this cheat really helps: when you're at top speed press [L] and [R] for a superboost up to 400kph.

Faceball 2000

Here's a great way to skip from level one to level ten. At the end of level one turn around and face the wall, then shoot it to open a secret room containing an orb. Use the orb to reveal the exit to level ten.
On the title screen press [L], [R] and [START] together for a secret game. Do the same on the game-select screen for a life/level-select.

7E0BD103	Infinite lives
7E035201	Next tag opens exit regardless of how many tags made so far
7E03CEXX	Where XX is a level number, this is a level-select. Must switch off Action Replay after level has been reached.

Fatal Fury

Go to Street Fight mode. Player one chooses either one or two players. Now press [DOWN] on controller two and you have a new range of dead hard characters to choose from.

Final Fantasy 2

7E200803	Loads of hit points for player one
7E208803	Loads of hit points for player two

Final Fight (US version)

7EOD 6EO5	Infinite lives
7EOD 1450	Infinite energy

To get a hidden options screen with difficulty-select and sound test, hold down [L] and [R] and press [START]. Now go to exit and press [B] for the options to take effect.

Gradius III

To get extra weaponry, pause and press [UP], [UP], [DOWN], [DOWN], [L], [L], [R], [L], [A] and [B].

For 29 extra lives per credit, go to the title screen and hold [DOWN] and [LEFT] diagonally on the joypad while pressing [A] three times.

To access the arcade mode, go to the options screen, place the cursor on difficulty setting and press [A] as fast as possible — use autofire if you've got it.

For extra credits, push [X] repeatedly at the title screen. If you don't hit [START] before the title screen disappears, do it again. To get 30 lives go to the top the title screen and press [LEFT], [A] three times, and [START]. Please note, this cheat won't work in conjunction with the extra-credit cheat!

Hole In One Golf

7E10A102 You get a hole in one every time

Hook

This cheat enables you to build up loads of extra lives. When you get to level 5, at the start of the level fall down the first chasm on the right. Notice Tinkerbell at the bottom of the pit; walk across to the right and you'll see a 3-up and a leaf. You have to go underneath

the rocks to reach them. Then, when you've collected this, die and repeat the same procedure until you have built up enough lives.

Jaki Crush

Just type in a row of fives (5555…) and start the game. You'll start with more than 840 million points and a whole bunch of balls. (The onscreen ball count shows 21, but there are actually 33 — the game counts in hexadecimals.) Other great passwords include '4444444Y', '6666666C', '8888888S', 'CCCCCCCS' and 'KKKKKKKS'. Check 'em out, if you dare…

James Bond Jr

Try these level codes:

Level 3	0007
Level 4	3675
Level 5	9025
Level 6	1813
Level 7	3353

Joe and Mac

7E08 1A92	Infinite boomerangs for Joe
7E08 5A92	Infinite boomerangs for Mac
7E08 1AA3	Infinite fire for Joe
7EO8 5AA3	Infinite fire for Mac
7E08 1AC4	Infinite stone wheel for Joe
7E08 5AC4	Infinite stone wheel for Mac
7E08 3501	Infinite keys for Joe
7E08 7501	Infinite keys for Mac
7E08 6202	Infinite lives for Mac

To exit a level you've already completed, [PAUSE] and [SELECT].

John Madden's Football '92

For anybody out there who's been mad enough to buy this horribly nasty conversion, here are some codes.

Buffalo	BBBF7G7CNR, BBBF78JF1M
Chicago	BBBF8C8JJS, BBBF8H42YP
Cleveland	BBBDDGT4N8, BBBDDN4HBP
Dallas	BBBFDP7ML5, BBBFD75N6I
Denver	BBBM6RFLST, BBBM626M75
Green Bay	BBBKCLKTFT, BBBKC9YMGY
Houston	BBBLCT7WTZ, BBBLC20XW6
Indianapolis	BBBNBNJTUR, BBBNB5LBCJ
Miami	BBBMGSS254, BBBMGW52C3
New Orleans	BBBNKYJOWY, BBBNK591Y5
New York	BBBFV21HMS, BBBFWWBKRT
Pittsburgh	BBBGY3STO4, BBBGY47J5L
Seattle	BBBKY96X15, BBBKZURZML

For a super-closeup of the crowd — so you can see if your dad's been bunking off work to go the match — hold down any button and press [START]. As other screens appear, keep holding the button. Don't worry if the screen goes blank; you won't have knackered your machine. A closeup of one of the fans appears. To get back to the action let go of the button!

Kablooey

Here are a few level codes for this little puzzler:

Level 17	DBVG
Level 18	DPLL
Level 19	DJSK
Level 20	GBTF
Level 21	JRPN
Level 22	GBMF
Level 23	PBSS
Level 24	WPRG
Level 25	LFBG
Level 26	CVFF
Level 27	LPJC
Level 28	DBTG
Level 29	WGGD
Level 30	TJMG

Kiki Kaikai

Don't get fooled by the cute looks, this one's a pretty demanding shooter! If you're finding it too difficult to get ahead, try this stage-select cheat. At the character-select screen, move the selection cursor to the desired character. Keeping [X] and [Y] pressed, press [A] four times, [B] four times, and then [A], [B], [A], [B], [A], [B], [A], [B], and [START]. The stage-select screen should come up. Just choose the stage you want to play then start!

Krusty's Super Fun House

Here are a couple of handy cheats for all Krusty fiends. Enter the password **JOSHUA**, with a space before and after the password. This enables you to exit a section without completing it — simply go back to the door and push [UP]. If you repeat this on every section, you'll be able to see the game's finale.

The next cheat helps you round up the rats in a room quickly. In any room where Krusty has at least two moveable blocks, place the first block next to a wall. Now wait until the rats cross the block and are between the wall and the block. Stand on the block and release the second block, trapping the pesky rodents. It's best to make sure that the area between the blocks and the wall is the size of another block because then the rats compress into a single rat.

Level 1	BARTMAN
Level 2	SMITHERS
Level 3	SNOWBALL
Level 4	JEBEDIAH

Krusty's Super Funhouse (UK version)

Here are five level codes for the UK version of this brainteaser:

Level 1	HI KIDS
Level 2	SKINNER
Level 3	SCRATCHY
Level 4	BARTDUDE
Level 5	BOUVIEZ

Lemmings (UK version)

Here are the codes for every infuriating level of the UK PAL version of *Lemmings.*



Fun level

2	FWKQCJK	3	TWXZKRM
4	JPJXFVW	5	KTJGTJK
6	HGNNNPX	7	MLLBCPQ
8	XBVCKLL	9	JWGWBBK
10	JJGKQPH	11	PWKZSXL
12	GGWWFXR	13	JPVSDSC
14	QSPRKMK	15	BXCHLQS
16	VDGQWSX	17	QGNLNFM
18	DNPFNQR	19	FQKKFHL
20	RMHDGBX	21	ZGBVCXV
22	ZXBLWZK	23	HTLDXLB
24	ZDGHTWD	25	CFHXPSM
26	PZBXCXB	27	CWLGDPT
28	WDNLSMJ	29	WBZWWCB
30	WXRRTMV		

Tricky level

1	SVZFJVM	2	BNLDXVC
3	FNGWLWW	4	RWHTQBK
5	GGVSQDZ	6	RTWHNTC
7	PBMBPFD	8	GTGCDKQ
9	KSRXKVK	10	TBHLCRC
11	XVJKXBQ	12	TMRSZMF
13	CVSDHLF	14	WXLBJBP
15	WZNFLWF	16	FVMTNWW
17	VVDRGWD	18	SRXBPPV
19	GRZHRPP	20	XTMWFCP
21	FLMTVPM	22	KSGVVWK
23	ZBPPBXG	24	WHCHBQV
25	LHDPGNV	26	HULXXTH
27	STVNDPK	28	JFTQVSX
29	SKKWSZD	30	SFLQQWR

Taxing level

1	LGJMTCD	2	BWNQXRZ
3	WGHQVRF	4	NRQKFRC
5	QRXZLSC	6	VGPDDWR
7	HPKBCCX	8	DSWLCTG
9	GWGCJHK	10	TNJVCGD
11	XKBFSBD	12	VKKCSFV
13	SJKNWWS	14	DQDGCBX
15	QTVGPTH	16	PFFFLPS
17	BPNRSMC	18	JLGKBCZ
19	PCVKZVR	20	QNWFKVZ
21	NTHZDKK	22	XQZSRDT
23	PTPMJDV	24	LXTZBHP
25	RLQGWSX	26	MHKNCDK
27	KWGCKWD	28	RKVHCBS
29	MGVJBKZ	30	QGSMMDM

Mayhem level

1	KKXSKFK	2	NNBLXNL
3	JCPMTPC	4	TNPPCLS
5	RCPKPMD	6	GXZTLVK
7	LSWHNHR	8	SDRMFLF
9	HSHQXPK	10	CHBMWRT
11	LNRGMXC	12	WPSKBXN
13	LPBDVJJ	14	BGMLGSS
15	CZLMVGD	16	KVXLSQH
17	CQSSXRQ	18	MVRPMQJ
19	PMXDHBP	20	TWQBCXL
21	WVVFXWB	22	BSLMGQZ
23	MGGLXSF	24	DXBZRVX
25	BWQNKVK	26	RTBGJWD
27	HMGDJCQ	28	QZTJHSV
29	CQLRCHF	30	GNNBJWV

Lemmings

Hold down [L], [R], [SELECT] and [START] for a level-select.

After many hours of round-the-clock playing, the gang have put together this comprehensive list of passwords. Those rodents with a death wish will never cause you any problems again.

Fun skill level

1	SRDTPT	2	MJDVLXT
3	ZBHPRLQ	4	GWSXMHK
5	NCDKKWG	6	CKWDRKV
7	HCBSMGV	8	JBKZQGS
9	MMDMKKX	10	SKFKNNB
11	LXNLJCP	12	MTPCTNP
13	PCLSRCP	14	KPMDGXZ
15	TLVKLSW	16	HMHRSDR
17	MFLFHSH	18	QXPKCHB
19	MWRTLNR	20	GMXCWPS
21	KBXNLPB	22	DVJJBGM
23:	LGSSCZL	24	MVGDKVX
25	LSQHCQS	26	SXRQMVR
27	PMQJPMX	28	DHBPTWQ
29	BCXLWVV	30	FXWBBSL

Tricky skill level

1	MGQZMGG	2	LXSFDXB
3	ZRVXBWQ	4	NKVKRTB
5	GJWDHMG	6	DJCQQZT
7	JHSVCQL	8	RCHFGNN
9	BJWVRCQ	10	RFPZFBJ
11	JKJBRMQ	12	MZDCDTC
13	ZVMQKXB	14	ZZRHJPL
15	JFLKJPX	16	JQXRNGJ
17	WFVBVJP	18	KWVBVJP
19	TTKLKZT	20	NNFFQPV
21	ZNXBKMP	22	QSLQWTJ
23	BGFVMFR	24	PQZWDKM
25	SBCMSJS	26	BDGQRNX
27	XPPBQWL	28	JQSPRH
29	GCLKJMQ	30	SRWGXZM

Taxing skill level

1	PQFPTBP	2	HPLHRXL
3	CPZRSRV	4	SMSWSPW
5	DXCQKRX	6	MDGMJLV
7	WZWSDMK	8	HZBCFQM
9	SPRPVHR	10	BWCBKXJ
11	WRFVJDL	12	GGBCXXS
13	TTXQXQL	14	DCBBNH
15	WCBLDQX	16	PFVFXCR
17	NKVCKDN	18	QPDDJFB
19	QBGBPSW	20	JLXJWNW
21	JLHFSRF	22	WCLJNNK
23	LVFHHMM	24	MHNNCPC
25	RNMKXLP	26	XZZSDDN
27	BBTSGZC	28	LXFLJPX
29	QKZVKFT	30	WFCSHNT

Mayhem skill level

1	XNMTWVD	2	KDTJQQR
3	VNTGWRB	4	SQDLCRR
5	JHQTCPD	6	RQXNVNP
7	CBWMMLG	8	LCVDQWL
9	KDHWTJL	10	GVNKKJL
11	DXCDGNH	12	GWJTPLW
13	LNZNHWM	14	MZXZKZC
15	RWLTTCQ	16	LGJCRKM
17	SQXKBZN	18	WXTBWCB
19	NPKNRKV	20	PZQWRGP

21	DZTHVNL	22	RMDTBFQ
23	FCSLSPK	24	RNHQXVM
25	LTGGNDXH	26	LHLTDDV
27	HCBBKHV	28	MWLGVQJ
29	GSPQCRQ	30	ZTTGRFH

Sunsoft skill level

1	TPCWFMP	2	WSJCLDX
3	PVNRCMV	4	HZSQQNV
5	KCGHCNC		

Magic Sword

7E0431A0	Player energy
7E042304	Captives energy

Go to the options screen and go to the exit with joypad one. Now press [L], [R] and [START] on joypad two for a level-select.

Mystical Ninja (US version)

7E1AB002	Lives player one
7E1B6002	Lives player two
7E009699	Infinite time

Mystical Ninja

7EOO 9695	Infinite time
7E1A AF90	Infinite money (Kid Ying)
7E1B 5F90	Infinite money (Dr Yang)
7E1A B099	Infinite lives (Kid Ying)
7E1A AA99	Infinite power (Kid Ying)
7E1B 5A99	Infinite power (Dr Yang)
7E1A B299	Infinite energy (Kid Ying)
7E1A BA99	Infinite bombs (Kid Ying)
7E1A B699	Infinite bombs (Dr Yang)
7E1A B602	Infinite Yokohama Yoyo for Kid Ying
7E1B 6602	Infinite party whistle for Dr Yang
7E1B 000A	Infinite sandals x 10 (Kid Ying)
7E1B BOOA	Infinite sandals x 10 (Dr Yang)

For those who are finding it hard going, here's a list of the passwords for each Warlock Zone. Codes vary depending on the character chosen.

Zone	Kid Ying	Dr Yang
1 — Ghost	TXZZKZ	K4HJVJ
2 — Statue	8HXXX	Z+PLQH
3 — Park	/jk232	Z+2HQH
4 — Otafu	7GRvov	+ZK696
5 — Ninja castle	XTtttW	33B8D8
6 — Mountain	Z+nHTH	TXrZyZ
7 — White mirror	33t8G8	RMTYyY
8 — Princess	4Kmy7y	MRDjlj
9 — Final story	JP2m5m	RmdV5Y

To get a sneak preview of the end sequence, try one of these juicy codes. They put you on the last level with full armour and loads of lives. The first one's for Dr Yang and the second for Kid Ying.

;1!Y8 +88Hz 8Hx6D q?8KR ZPD1X 8:!DP +

qJ#;b ;9"vB rrHyv :wbt& "2yPv bj#vy v

Paperboy 2

To make your route harder go to the options screen on the player-selection screen and enter 6479 by pressing [RIGHT] on the joypad.

Parodius

For full power and options, pause the game, and press [B], [B], [X], [X], [A], [Y], [A], [Y], [UP], [L] and [START]. This can be used only once per stage.

To become invincible, pause the game, press [L], [R], [UP], [X], [R], [A], [L], [Y], [DOWN], [B], [A], [Y], [A], [Y], [R] and [START]. To quit invincibility (if you must), just use the suicide command.

For three Super Bombs, pause the game, and press [X], [X], [X], [B], [B], [Y], [Y], [Y], [A], [A], [A], [L], [R], and [START].

To commit hara-kiri — suicide — enter the now-familiar Konami command. Pause the game, press [UP], [UP], [DOWN], [DOWN], [L], [R], [L], [R], [B], [A] and [START]. Kablooey! You're dusted the same way by substituting [L] and [R] respectively for [L] and [R].

And the best cheat of the lot: stage-select and invincibility. At the player-select screen, move the cursor to Big Viper and press [UP], [L] and [X] together and hold for 15 seconds — the stage-select screen pops up. Choose a level and press [START]. For invincibility fully powered-up and fitted with all options, set 'MUTEK' to 01.

Pilotwings

Flight Area 2	985206
Flight Area 3	394391
Flight Area 4	520771
Secret Command 1	108048
Flight Area 5	400718
Flight Area 6	773224
Flight Area 7	165411
Flight Area 8	760357
Secret Command 2	882943

Populous

To warp to any stage, choose a conquest game and select the pause icon. Move the cursor to the world map and hold down [L] and press [A]. Next, hold down [R] and press [Y], [B], [X], [A] and [SELECT]. Release [R] and select Armageddon. Enter the setup menu and choose Conquest. Inside the Conquest menu, press [X] and [B] to select any level.

Prince of Persia (Japanese version)

7E05 0805 Infinite energy — if you fall on spikes or anything similar, move the switch to the inactive position (on the cartridge). This enables you to restart.

Prince of Persia

Here's a list of codes for this brilliant Arabian adventure...

1	J5G3KPA	2	ATAKAZL
3	JZC1IJ4	4	Y3NAQN4
5	JETA5B4	6	QFZ5C3W
7	4NV55AJ	8	A1SV5QZ
9	4U3VAU6	10	INEZYNG
11	RLOZI1V	12	3CD4W3C
13	NWJPILY		

Rampart

If you want to test your mettle on the Viking stage enter **H PPYJ Y**. If you're lucky enough to own an Action Replay cartridge enter **7E0A5A03**.

Ranma 1/2

In two-player VS Mode, you can access any character — even Happosai, a wrinkled old geezer who's harder than nails. Choose VS Mode, then any two characters. At the stage-select menu, press [R], [X] and [A] together. The debug menu comes up and you can freely choose competing characters.

To play yourself, hold down [L] and [R] and press [UP] on control pad one, then press [START]. To enter configuration mode, hold down [L] and [R] on both joypads and select two-player at the main menu. You can choose all the players including Happy (the bonus-stage dude!) and alter the players' stats. Press [SELECT] to change the scenery.

To select any of the eight players, go to one-player mode, hold [L] and [R] and select with [LEFT] and [RIGHT].

Rival Turf

Here's a cool but completely useless cheat enabling you to change the names of all the characters. Get a high score and enter your name as CHRCONF — you enter a character configuration screen that allows you to change the names.

Road Runner's Death Valley Rally

Invincibility	7EIF IEO6
Unlimited turbo boosts	7EIF ID2O
Infinite lives	7EIF 2OO2

Robocop

If you want unlimited continues, wait until you use your last continue and the game freezes. Then press [SELECT], [START], [B] and [A] at the same time. This gives you another continue. Repeat the process infinitely!

Rocketeer SNES

Try the following passwords:

490-629-312

435-765-818

775-454-215

318-469-417

040-473-312

Sim City

Spend all your money, set the tax rate at zero and wait until the end of the year. When the budget screen appears, hold down [L] and exit the screen. Quickly reenter the budget screen (still holding [L]) and boost all your funding levels to 100%. Hey Presto! $999,999 is yours. Don't spend it all at once!

Sky Mission

Try these passwords and take to the sky.

Marcel LeBlanc

FGYHMBL! nG!xF!

r5xKDJC2pf!V

HCcMJ6!brG!v!

VrBPWPBHvW! Z

T!LRLRLwBBF!B!

sYOWDcG!QBwL (Ace)

Fz!LDFY!PIL!c (Military Medal)

G!YDZhIPC!!n!4G

hBWOJHj3BH!Q (Croix de Guerre)

Last few codes

BwMIBk

mKCBw!G (Last Red Baron level)

Smart Ball

When the title screen appears with the words 'Push start button', press [UP], [UP], [DOWN], [DOWN], [L], [R], [L], [R], [B], [A], [SELECT] and [START]. This takes you to stage 4-A.



Smash TV

To warp to any level go to the player-select/options screen and enter [RIGHT], [RIGHT], [UP], [DOWN], [R] and [L]. If you've entered the sequence correctly, 'bingo' sounds and the level select menu appears. Choose the level where you want to start.

If you fancy the ultimate challenge, play at turbo speed! Go to the options screen and enter [LEFT], [RIGHT], [LEFT], [UP], [R], [R].

To warp to any level go to the player-select/options screen and enter [R], [R], [UP], [DOWN], [R] and [L]. If you've entered the sequence correctly, 'bingo' sounds and a level-select menu appears. Choose the level where you want to start

To play at turbo speed, go to the options screen and enter [L], [R], [L], [UP], [R], [R].

Soul Blazer

Type in 7E1B 8810 for 16 life points once you reach 1,000 experience points.

Spanky's Quest

Here are the passwords to the first six levels of this great platform/puzzle game.

StarFox

Take a break from blitzing Andorf's twisted military might and scope out the character catalogue of this breathtaking 3D shoot-'em-up. Play the game and get a score of over 15,000 points. After losing your last craft, at the continue menu press either [DOWN], [Y] or [B] on controller two to change the displayed character.

Controller one can be used to manipulate the character, including zoom and ghost imaging while rolling and tumbling. A neat look at some of your worst enemies, but not all — the stage bosses aren't for show!

Street Fighter II (Japanese version).

Effects may vary using UK or USA versions.
Magic throws player one 7EOE6000
Magic throws player two 7EOC6000
Mess player one 7EOC580
Mess two player 7EOE1580
Good dragon punch player one 7EOC2E00
Small jumps dragon punch player two 7EOE2EOO
Player one gets hit without being touched 7EOCO3OE
Player two gets hit without being touched 7EOE03OE
Gravity pulls left (jump only) player one 7EOC3OF6
Gravity pulls left (jump only) player two 7EOE30F6
Player one is invincible 7EOC2BBO
Player two is invincible 7EOE2BBO
Player one loses all his energy then becomes invincible 7EOC2BOO
Player two loses all his energy then becomes invincible 7EOE2BOO
Two special moves at once for player one 7EOD8000
Disappearing dragon punch for player one only 7EOD8001
Strange throws player one 7EOL1230
Strange throws player two 7EOE4230
Player one gets a perfect 7EOE2BB8
Player two gets a perfect 7EOC2BB8
Arcade perfect! Guile's handcuff, minus the big combination. Just use medium throw. 7EOL0581
Zangief's death-dealing combo player one. Have switch enabled before starting and pick Zangief! 7EOCO3OC
Zangief's death-dealing combo player two 7EOE030C
Stunning flame death player one 7EOCO3OE
Stunning flame death player two 7EOEO3OE
Player one gets nine million points for dragon punch 7EOC23BO
Player two gets nine million points for dragon punch 7EOE23BO
Dragon punch kills with one hit player one 7EOL23AO
Dragon punch kills with one hit player two 7EOE23AO
Faster moves player one 7EOC5600
Faster moves player two 7EOE56OO
Player one is covered in blood 7EO48300
Bounce! Good dragon punch. Jump! — player one 7EOL3201
Bounce! Good dragon punch huge jump — player two 7EOE3201
Good dragon punch, normal jump — player one (Ken/Ryu) 7EOL3204
Good dragon punch, normal jump — player two Ken/Ryu, Blanka, Zangiel have slightly higher jumps. 7EOE3204
Dragon punch goes straight up and gravity pulls left on jumps — player one. 7EOL2DB8
Dragon punch goes straight up and gravity pulls left on jumps — player two 7EOE2DB8
Replace * with number or letter to fight desired character — player two 7EOED10*
Replace * with number or letter to fight desired character. — player one 7EOCD10*
Character glides away slowly and gracefully — player one 7EOC2FOO
Character glides away slowly and gracefully — player two 7EOE2FOO
Small jumps, normal dragon punches. — player one 7EOL32B8
Small jumps, normal dragon punches — player two 7EOE32B8
Flashy shadow. — player one 7EOC4000
Flashy shadow — player two 7EOE4000
Mess 2 — player one 7EOC1EOO
Mess 2 — player two 7EOE1EOO
Fast magics i.e Sonic booms, yoga fires — player one 7EOCB901
Fast magics i.e Sonic booms, yoga fires — player two 7EOEB901
Character fights back on his own! 1 player 7EOCO3OA
Character fights back on his own! 2



player 7EOE030A
Sprite lock — player one 7EOC030B
Sprite lock — player two 7EOE030B
Not there. — player one 7EOCFB63
Not there. — player two 7EOEFB63
Invisible. — player one 7EOCOOOO
Invisible. — player two 7EOEOOOO
Player one only faces left 7EOC1400
Player two only faces left 7EOE1400
Player one only faces right 7EOC1450
Player two only faces right 7EOE1450
Character is upside-down, amusing dragon punches — player one 7EOC1480
Pick Red Ken and look at his suit! one player 7EOC1485
Pick (upside-down) Red Ken and look at his suit! — player two 7EOE1485
Player two same as above and pick Ken/Ryu and stand in front of Guile's box or bison's statue 7EOC16D1
Sprite lock — player one 7EOC1711
Sprite lock — player two 7EOE1711
Gibberish — player one 7EOC1950
Gibberish — player two 7EOE1950
Weird one — player one 7EOC18FF
Weird one — player two 7EOE18FF
SFII logo moved to left-hand side 7EOOB313
When tripped up or die you get burnt — player one. 7EOCF207
When tripped up or die you get burnt — player two. 7EOEF207
Background disaster. Try hondas level 7EOO0621
Slides when being hit — player one 7EOC8655
Slides when being hit — player two 7EOE8655
No energy bar! Player one has new colours * 7EOCOD5D
No energy bar! Player two has new colours * 7EOEOD5D
Players travel at slow speed and player one can't be hit. 7EOLOOF6
Same as above for player two 7EOEOOF6
Mini-sprite mess. — player one 7E05OA74
Sprite mess! both players 7EO5O5AO
background mess 7EO5032O
Newish foreballs. Ken has a new face when he blocks (standing). 7EO526D3
* Occasionally the energy bar is two orange strips.

Sound FX
Punch/kick sound FX of pause, try a hurricane kick to see a spectacular cockup — player one 7EOCB9F2
Same as above for player two 7EOEB9F2
Punch/kick = sound FX of plane. Kick crashes the game. — player one 7EOCB9F4
Same as above for player two 7EOEB9F4
Punch/kick = sound FX of being burnt. More hurricane cockup! 7EOCB9F6
Same as above for player two 7EOEB9F6
Punch/kick = sound of being burnt and painfully slow backward fireballs. — player one 7EOCB9F7
Punch/kick = same as above, but fight the computer using this code and look at jump kicks especially Ryu's. — player two side. 7EOEB9F7
Punch/kick = sound of FX of 'ROUND' — player one 7EOCB9F8
Same as above for player two 7EOEB9F8
Hilarious hurricane kick and speech of 'ROUND'. — player one 7EOCB9F9
Same as above. — player two 7EOEB9F9
Sound FX of 'FIGHT' for punch/kicks, high-speed fireballs, same hurricane as B9F9. 7EOCB9FA
Same as above for player two 7EOEB9FA
Punch/kick = SFX of barrels — player one 7EOCBPFD
Same for player two 7EOEB9FD
No sound FX for either player 7EOCB9FE
NO MUSIC 7EOB O6F3

Colours
Turn Ryu's sky green (looks good) 7EO3 OOCO
Outline of energy bar is pink 7EO3 OFDO
Energy bar's yellow part is pink 7EO3 ODDO
Energy bar's red part is brown 7EO3 OA75
Energy bar's red bit is green 7EO3 OA83
Energy bar's yellow bit is bright green 7EO3 OCDO
Green biker has stripey shorts, plus Blank's face is covered in blood on character-select screen 7EO4 6A9D
Pink strip in title screen and hondas floor is very strange. 7EO3 4FDO
Pinkish capcom sign plus VS' sign 7EO3 6FDO
New letters (looks good) 7EO3 O5F3
Same as above with black outlines 7EO3 O5OO
Pink floor Ryu 7EO3 EFDO
Look at Ryu's sky 7EO3 O1D1
Daytime (Ryu's level) 7EO3 O1FF
Please note all the codes were found on the Japanese version of *Street Fighter II*, and might do slightly different things on the UK or American versions.

Street Fighter II

7E0C6001	Speed Fighter! Speeds the game up to double speed.
7E0CB200	Allows all special moves for player one to be done in midair
7E0EB200	Allows all special moves for player two to be done in midair
7E0CD002	Player one needs only one win to go through to the next round
7E0ED002	Player two needs only one win to go through to the next round
7E0ED10X	Player one can play any enemy all the way through the game. Using the numbers 0-9 and AB for X selects the appropriate bad guy.
7E0CD10X	Same as above for player two

To get Championship Edition, press [DOWN] and [R], then [UP] and [L], then [Y], [B], [X], [A] when the title screen showing Capcom appears (before the *Street Fighter* logo!). Practice — you've only got about a second and a half to enter the cheat. If it works you hear a ping and the screen turns blue.

7E0C 2BBO	Infinite energy
7E1A C899	Infinite time
7EOC EBBO	Infinite energy player one
7EOE 2BBO	Infinite energy player two
7EOC ODOO	Same player in same colour (normal colour, player one)
7EOE ODOO	Same player in same colour (normal colour, player two)
7EOC OD20	Same player in same colour (championship edition colour, player one)
7EOE OD20	Same player in same colour (championship edition colour, player two)
7EOC 35BO	Silly mode (player one)
7EOE 35BO	Silly mode (player two). To get player down, turn switch down.
7EOB F220	Both be the same player

Strike Gunner (STG)

7E023A03	Infinite lives player one
7E024403	Infinite lives player two
7E023F03	Weapon energy player one
7E024903	Weapon energy player two

Super Adventure Island

7E030D05	Infinite lives
7E0D6C20	Unlimited energy. Turn off the Action Replay for a few seconds at the end of level for bonus.
7E030D02	Infinite lives

Super Aleste

7E015203	Bombs

Super Double Dragon

Here's a ruddy cool cheat giving unlimited continues for two players. After both players have lost their last lives and the screen flashes 'Credit=1' above each player, press the [START] on both joypads at the same time.

As if by magic you both come back to life and can share seven credits — wicked!

7E00DC02 Unlimited lives. When you leave Action Replay the screen corrupts for a few seconds — don't worry, it hasn't crashed!

Super EDF

To become invincible pause the game and press [A], [B], [X], [Y], [L], [R], [UP], [DOWN], [L] and [R].

Super Fire Pro Wrestling 2

Enter the password KPUJL 4U7N7 GZSWU R6E71 3DXI5 FIJKO ONMTC YSQWX TL to go straight into the points tournament final in one-player mode. In the championship belt tournament you come up against three wrestlers who are not in any other part of the game. Their codes are:
PYCOQ HKAR6 2B7ZI RK3IM
YW7GE 2J3SB 2WPGH 5XD54
L7GK3 XIDMC AUTQH MIRHJ
76TGF AYR4U A6LGF SPFQB
B7
Championship belt challenge
6HTS7 WZPAN JQOIX AZKX3
HFOVT JYKBQ JF6VT SWDQP
NZ
Enter 4SSSU GFSIS PZ5NF YOHSX CDRXK LX34M MIEB7 V50MR WM
To go straight into the points tournament final in tag-team mode. Enter the password PIIEV 2JQTZ EU6WJ HPHAN AI4NC KNOPT TSRYH 5XEP4 UU
You'll be straight into the tag-team championship belt match.
Enter the password CUV27 34KWT PL to get into the points tournament final in one-player mode.
AY3Y3 EVXED 6Q gets you straight into the championship belt match in one-player mode.
D2HZS 7S3JL 4R takes you to the points tournament final in tag-team mode and with D2PNW 3WPVT EJ you'll be straight into the tag-team championship belt match.

Super Ghouls 'n' Ghosts

7EO2 A402	Infinite lives
7E02 A905	Infinite time

To access the level-select, go to the options screen on your second joypad. Point the arrow to EXIT, then press [L] and [START]. Now press [START] on joypad one.

Super Mario Kart

Here's a speedy tip to help you make a quick getaway at the start of a race. When the guy in the cloud (Lakitu) floats down with the starting lights, wait for the first light to flash and then hold down [B]. After the lights have finished you'll zoom ahead of your opponents. By now, most are probably aware of a 'ghost' appearing in time-attack mode. Drive carefully without wiping out or going off the course, retry the same course immediately and your drive from the preceding time trial is played back by a 'ghost' image.

You can compete against the 'ghost' with the same kart or any other one. Save your 'ghost' by keeping [L] and [R] pressed, and pressing [A]. The 'ghost' is available for that course for all future time trials. The sad part is that only one 'ghost' can be saved for just one course.

Super Mario World

To re-enter a castle press [L] and [R] simultaneously.

Super Mario World (UK version)

7EOD B405	Infinite Marios
7EOD BE05	Infinite Luigis
7EOD C101	Infinite Yoshis for Mario and Luigi, get coloured Yoshi
7EOD C201	Infinite mushrooms (players one and two) Then turn switch up.
7EOD C202	Infinite fire flowers (players one and two)
7EOD 203	Infinite stars (players one and two)
7EOD C204	Infinite cape feathers (players one and two)

Super Off Road

To make sure you never fail to qualify, select the two-player option but only use joypad one. Player two will always come last (what a surprise!), enabling you to make it through to the next stage.

Super Pang

For a level-select, go to the the game-select screen and press [L], [R], [R], [L], [UP] and [DOWN].

Super Probotector

In two-player mode, if one player is dead and has no lives left, he can trade in his smart bombs for extra lives by pressing [A].

Super R-Type

To get a weapon-select, go to the title screen and press [DOWN], [R], [R], [DOWN], [R], [R], [DOWN], [R], [DOWN], [DOWN], [START]. As soon as the action starts, pause and press [R], [R], [DOWN], [Y], [DOWN], [R], [DOWN], [L], [R], [DOWN], [R], [R]. Hey presto! Choose your laser by pressing either:

A — Air-air laser
B — Air-ground laser
X — Reflective laser
Y — Split laser
R — Shooting gun

Now press [A] for a homing missile or [X] for an air-ground missile. Happy blasting!

Super Smash TV (US version)

7E053105	Infinite lives player one
7E053205	Infinite lives player two
7E189906	Weapon energy player one
7E189A06	Weapon energy player two

Super Smash TV

Go to the options screen and select Easy, leave Easy highlighted and wait for a minute. Then press the [L] and [R] rapidly. You hear the word 'bingo' and get into the secret sound-test screen.

To get seven extra lives and seven extra continues, bring up the one-or-two-player-selection screen. Press [DOWN], [L], [R] and [UP]. You'll enter a special options screen.

To avoid fighting any enemies enter the crcui-select code — press [R], [R], [UP], [DOWN], [R] and [L] on the title screen.

When you've chosen which level you want to begin on, start the game. Before you enter the door in the next room, hold down [SELECT]. When you go into the next room all the bad guys die and after a few seconds a voice says 'let's go.' As if by magic, all the exits open. Repeat this to complete the game.

Super Soccer

Choose a two-player exhibition game and let player one choose his team first. Player two selects any team, holding down [B] and [START], and automatically becomes the Nintendo team!



Super Star Wars

At some points in the game, it's possible to access the sound test so you can listen to all the cool sound effects and those classic John Williams compositions. During gameplay, keep [A], [B], [X], [Y], and [SELECT] pressed and hit [START]. This cheat doesn't always work — for instance, the sound test screen can't be accessed when Luke's piloting the Landspeeder.

Here are a couple of cheats that may help you get through some of the tight spots. At the title screen, press [X], [B], [B], [A] and [Y] in sequence. If you hear an animal-like sound, you've scored yourself five continues.

If you prefer, you can start the game equipped with a light sabre right away. Also at the title screen, press [Y], [Y], [X], [X], [A], [B], [X]and [A]. Unfortunately, you can't use both cheats at the same time.

Super Tennis (Japanese)

For an exhibition match against Tomkin, enter:
K8XD3HR, FTLWJPC, 2GNYBQI, 4065C6P, DJSTK8X, D3HRFTL, WJPVKMW, IJJ.

Waste him and a congratulations screen appears. You're given the secret command; [L], [L], [L], [L], [L], [X], [R], [R], [R], [R], [R], [R], [R] and [X]. Input this with the second joypad on the player-select screen and you get a harder difficulty level.

Super Tennis (UK version)

On the player-select screen, press [L] five times, [X], [R] seven times, and then [X] on controller two. This gives your player the best abilities available.

John's the best player on the circuit, and here's a complete list of codes for every stage:

Tournament	Surface	Code
Melbourne	Hard	C6VLMVT
		M8YD3HR
		FWLWJSD
		3HP?CQ2
		4075C6P
		DJSTK8X
		D3H8FQL
		VCX
Nairobi	Lawn	HZ7N698
		G7RHJWZ
		CYD3LS
		GVMYKPD
		2GPYBQ1
		4065C6P
		DJSDKPY
		MBC
Paris	Clay	V117G?L
		6JVLVP2
		KSD3HRZ
		CT37296
		C6QDJST
		K8XD3HR
		TLLJRF
		ZKS

Beijing Hard

?24KKOV
7KVRVS3
NTD3HRZ
CT47396
C6QDJXT
K8XD3GR
FTLVJTG
ZGS

London Lawn

32W?1Z
TF6WR3L
V76178F
8SHMWYL
8ZG4HWF
TLWJPC2
GNY9RJ8
6B4

Tokyo Hard

56D1NZW
HNXVYT3
PXL3HR?
DT573B6
G8RFJXT
K8XD3HR
FTLVMSJ
ZNS

New York Hard

M?Q51MB
Q2N8H9V
S6FR284
8CJBTNL
VXPFXJ3
HRFTLWJ
PC2FWQJ
3JO

Don J Clay

BQ14065
C6PDJST
K8XD3HR
FTLWJPC
2GNYBQ1
4065C6P
DJS80R3
MBC

If you've got a soft spot for one of the less-talented players, boost their skill level by entering this cheat: on the player-select screen press [L] five times, [X] once, [R] seven times, and [X] on controller two.

Every day can be a strawberries-and-cream day with these two smashing codes. The first is for round eight. The second gets you into the legendary exhibition match.

1. 9DVHPDR YL?VITX
   NGLQOHW 3C5H6GD
   TGLZTL8 XD3HRFT
   LWJNLMN OJ4
2. K8XD3HR FTLWJPC
   2GNYBQI 4065C6P
   DJSTK8X D3HRFTL
   WJPVKMW IJJ

For all you budding Beckers out there, here's a groovy code to get you to the last championship, with the largest possible amount of championship points:

K8XD3HR FTLWJPC ZGNYBQ1
4065C6P DJSTK8X D3HRFTL
WJPUKMW IGG

Super Valis

7E0FB528	Energy
7E0FAE10	Unlimited special attacks

The Addams Family

Wait until the game goes into demo mode and Gomez picks up a power-up. Now start the game and you begin carrying the same power-up. Don't forget when you get the Game Over screen to walk left past the Continue door to get four extra lives.

To access a special hidden room, Behind the Stairs, go left in the Hall of Stairs until you're under the door above you. Now push up and a door will open. Another useful source of coins and lives is the chimneys. Climb the noose at the far left of the grounds to get the Fezicopter. Now fly right and go down the first chimney. When you exit, go back down the chimney and you find another bonus room. With all these extra lives the task at hand's made much easier.

If you're still having problems you could try one of these handy passwords:

Code	Effect
&1Z1D	three hearts, eight lives
&Z#KC	three hearts, 11 lives + Pugsley
?ZZKR	four hearts, 18 lives + Pugsley
?DK96	four hearts, 22 lives + Pugsley, Granny
?LSR4	four hearts, 33 lives + Pugsley,Granny and Fester
BLS1T	last level + five hearts
1111	100 lives

Here's a bonanza of tips.

At the Addams residence, go left to the gallows. Climb up and grab the flying Fez, then go down the west and east chimneys and pick up all the goodies. To start the game with an extra hit, go out of the first door on the left . Climb the tree and defeat the giant Budgie. He'll give you the password **&191?**.

If you're really greedy you can go to the kitchen; go left and you'll eventually come across the Snowman. Kill him and you'll get the password **?191D**. You can now start with the maximum two extra hits.

The Combat Tribes

Enter the code 9207 in two-player mode to match any of the game's characters against each other.

The Legend of Zelda

7EF36D50	Invincible ten hearts
7EF36E80	Unlimited magic energy
7EF37746	Unlimited 70 arrows
7EF34332	Unlimited 50 bombs

Thunder Spirits

Experts at this super-tough shoot-'em-up will be pleased to hear it's possible to access a souped-up options screen. Make sure both joypads are plugged in then press [SELECT] and [START] on the title screen to highlight the original options menu. Clock the game and you'll see the new set of options.

TMNT IV: Turtles in Time

7E1A A099	Infinite lives (player one)
7E1A E099	Infinite lives (player two)
7E04 4A50	Infinite energy (player one)
7E04 8A50	Infinite energy (player two)
7E00 9661	Infinite time (on verses mode)

Once again the trusty Konami cheat shows its worth. For those of you who don't know it, it's [UP], [UP], [DOWN], [DOWN], [L], [R], [B], [A].

TMNT IV: Turtles in Time (US version)

7E1A A004	Infinite lives player one
7EO4 4A50	Infinite energy player one
7E1A E004	Infinite lives player two
7E04 BA60	Infinite energy player two
7E1A A002	Unlimited lives
7E04 4A50	Unlimited energy



Top Racer (Japanese version)

7E1E 6C03	Infinite nitros player one
7E1E 6E03	Infinite nitros player two

Ultraman

On the title screen press [SELECT] and [START] for a hidden options screen. Change the difficulty level and access a sound test to hear all the groovy FX!

Top Gear

Here's a complete list of passwords. Remember that if you enter the UK password you can select any of the countries in that category.

Country	Amateur	Professional	Championship
S. America	Moonbath	Four Meg	Educated
Japan	Gearbox	Legend	Oil Cloth
Germany	car park	Theworld	Wreckage
Scandinavia	Road hog	Letsrace	Caracole
France	Emulator	Alchemy	Epyllion
Italy	Analyser	A looper	Glucagon
UK	Horizons	Seasonal	Keelson

Alternatively, enter VALHALLA to open up all the tracks. This gives access to any circuit you choose.

UN Squadron

If you're a sucker for punishment and you find all the other settings far too easy, for an extra-difficult level setting, go to the options screen and highlight the difficulty setting with controller one. Hold [A] and [X] on controller two and change the difficulty setting with controller one until you see the word 'Gamer.'

7E10088 Unlimited energy

If you're looking for a new challenge, enter the options mode and highlight game level. Hold [A] and [X] on joypad and flick though the difficulty setting with joypad one. A super-tough Gamer level appears. Have a go if you dare!

Wanderers from Ys

This American cart has a bug allowing you to be invincible. Begin the game and then reset. As the title screen appears (showing the American Sammy logo), push [UP], [DOWN], [UP], [DOWN], [SELECT] and [START] on joypad two. Return to joypad one, begin the game and press [SELECT]. On the character display screen choose Status.

Pick up joypad two again and press [SELECT]. The word 'Debug' appears next to Status and you're now invincible. To become mortal again, simply press [SELECT].

For a sound test, press [SELECT] on joypad one during the action. On the character display screen, press [SELECT] on joypad two. Now sample all your favourite ditties!

WWF Wrestlemania (US version)

7E06 EC30 Infinite energy for your wrestler — doesn't work on more than one. If you're playing tag-team or the survivor mode, the first wrestler you choose will be the one with infinite energy.

If you pride yourself on tips knowledge and think you know a code or cheat we don't, send it to TCC, SNES FORCE Impact Magazines, Ludlow, Shropshire SY8 1JW.

The Guide

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Swap

● For the SNES swop Japanese Actraiser for UK Lemmings. Phone Ged on (0233) 860479.

● SNES with two games, Out of this World and Probotector, two pads and US/JAP convertor, swap with Amiga 500+ or 600. Contact Graham on (0473) 270956.

● SNES games, ring for list, open to offers. Ring James on (0924) 848007.

● I will swap Paper Boy for use on Game Boy for Mario Land 2 or WWF Super Stars 2. Phone Andrew on (0204) 653531.

● Phantom Air Mission for G.B boxed, will swap for Crash Dummies,or (Arcade) or Lemmings. Phone Jonny after 5pm on (0203) 395490.

Clubs

●Join the SNES club and receive a regular fanzine containing cheats, reviews and competitions. If you'd like a form to join send a SAE to; Sheng Long, 294 Stanhope Rd, South Shields, Tyne & Wear, NE33 4QZ.

● Crazy computers club, run by gamers including games for sale, swap. Send SAE for details, please list interests. Luke Mcaughan, 23 Ocean View Cresc, Brixham, Devon, TQ5 OBE

Pen Pals

● G'day my name is Daniel and I'm from Australia, I love SNES, NEO GEO and girls. So write to me at 14 Picnic Glen, Springwood, NSW, Australia, 2777.

● Three brothers would like three female pen friends roughly the same age (12-14). Write to Nick, Ken, Tosh at Gordons school, West End, Woking, Surrey, GU24 9PT

● Eleven year old boy looking for female aged 11-11 1/2 with any computer, photo if possible. Please write to Daniel Howard, 130 Queen St, South Bank, Cleveland, TS6 6HT.

● Two 11 year old lads seeking male/female pen pals, photos if possible. Write to: Andy, 24 Sutton Gdns, Barnstaple Rd, Bransholme, N Humb, Hull, HU7 4YL. OR Scott, 50 Blandford Close, Dorchester Rd, Bransholme, Hull, HU7 6AB.

● Pen pal wanted, must be a boy aged 10. Contact me at 114, Buckhold Rd, Wandsworth, London, . Or Ring (081) 877 1786.

The Guide Directory Enquiries

Welcome to your personal listing of virtually every Super Nintendo game. There are over 200 entries all under one roof, reclining seductively and awaiting your personal attention. In each review we've packed in the game's full title, producer and Force Factor percentage rating. Use this colour-coded guide as your first point of reference before buying your next cart. You will save yourself money, time and trouble.

Acrobat Mission
● Teichiku
Good soundtrack but that doesn't make up for the unoriginal gameplay.
Force 65%

Actraiser
● Enix
Sexy graphics and masses of violent gameplay make this a great adventure, which you should play for days and nights on end.
Force 87%

Addams Family
● Ocean
A lively one-player game with slick presentation and a funky soundtrack. Instantly addictive, loads of levels to explore.
Force 88%

Aguri Suzuki
● LOZC
Fast, slick, well presented racing sim.with neat two-player option. Also known as F1 Super Driving. Plays better than he drives — good job really!
Force 83%

Aliens vs Predator
● IGS
Great movie licence but this plodding beat-'em-up has flickering sprites and sluggish animation — a major disappointment!
Force 39%

Another World
● Interplay
The US version of the brilliant adventure Out Of This World. Cinematic 3D graphics and great puzzles. Very addictive but a little on the easy side.
Force 85%

Arcana
● Hal
Testing Import adventure game that is let down by poor graphics and frustrating gameplay.
Force 57%

Assault Suits Valken
● MCS
Japanese version of Konami's superb shooter Cybernator.
Force 89%

Astral Bout
● A-Wave
A disappointing beat-'em-up short on moves and highly frustrating.
Force 42%

Augusta Masters
● T&E Soft
Impressive golf sim with the additional bonus of a handy battery back-up. Great graphics and straightforward gameplay.
Force 81%

Axelay
● Konami
Superb gameplay, mind-blowing 3D graphics. Great sound and excellent playability.
Force 90%



Bart's Nightmare
● Acclaim
A fun — but sometimes tedious — game with great cartoon graphics and a funky soundtrack.
Force 87%

Batman Returns
● Konami
Wonderful dark Gotham graphics and great sound, but ultimately just too easy and not varied enough.
Force 82%

Battle Blaze
● Sammy Corp
Worst Street Fighter II clone ever. Lovely fantasy graphics, but literally only about four moves each!
Force 33%

Battle Clash
● Nintendo
An irritating little Robot shooting cart with nothing to sell it except that it's for the SuperScope. Wow!
Force 35%

Battle Grand Prix
● Naxat
Impressive split-screen racer with simultaneous two-player option. Controls are a bit dodgy though!
Force 75%

Best of the Best
● Loricel
Unusual Martial Arts sim with great variety in moves but pretty sad graphics.
Force 81%

Big Run
● Jaleco
Dodgy graphics make this racer a non starter. A game best forgotten about!
Force 25%

Bill Lambier's Combat Basketball
● Hudson Soft
Early attempt at a brawling basketball sim. Plenty of violence but very little gameplay.
Force 45%

Blazeon
● Atlus
Uninspiring Japanese shooter with little new to offer in terms of graphics or playability.
Force 55%

Blazing Skies
● Namcot
Also known as Ace's High, this WWI

To help you find the games you want — fast — we've used the Super League colour-codes. Use this key below, and on the bottom of each page, to effortlessly pin-point the game style you're after.

Arcade
Not just all those games converted from classic coin-ops but also any that feature more than one style of gameplay.

Adventure/RPG
Games that usually take you on an adventure to another time or world and encourage you to use brains rather than brawn to solve the challenge.

Beat-'em-up
Raw, aggressive untamed bicep-bulging, fist-flying action is what this category is all about. But just because a game is rough doesn't mean it's necessarily good.
The best beat-'em-ups always include a strong element of strategy (knowing exactly the best way to defeat an enemy). That's what makes *Street Fighter II* king!

Platform
The Nintendo speciality. So called because the action usually involves jumping across a series of platforms (usually danger lurks underneath so don't fall off) to reach a goal and fight a level guardian.
The category has also grown to include all those jump-on-the-bad-guys'-heads games made popular by the *Mario* series.

Flying sims recreates the thrills and spills of historic dog fights. Not as good as it sounds! **Force 72%**

Blues Brothers
● Titus
Good animation and sound, plenty of depth but very frustrating gameplay — especially in two-player mode. **Force 82%**

Bulls vs Blazers
● EA
One of the better basketball sims featuring the NBA's two hottest teams but still not as good as Tecmo's Super NBA Basketball. **Force 78%**

Cacoma Knight
● Datam
Very weird Japanese arcade game based on Qix, where you match up lines to form a picture. Fun for while but not much lastability. **Force 72%**

California Games 2
● DTMC
Appalling follow up to this arcade classic. Good six-player option but nothing else to offer. Nasty! **Force 36%**

Cameltry
● TAITO
Also known as On The Ball. The constantly rotating play area is impressive for a while but there's very little attention to gameplay. **Force 68%**

Castlevania IV
● Konami
Outstanding presentation, excellent 3D and Mode 7 graphics and one of the best soundtracks around. **Force 88%**

Chester Cheetah
● Kaneko
A smooth well-presented game but lacking depth and polish. Graphics are pretty sketchy and gameplay is slow. **Force 65%**

Chuck Rock
● Sony
Large sprites, a rockin' tune and great playability — a bit little bit on the easy side though! **Force 87%**

Clue
● Parker Bros
American conversion of the classic board game Cludo. Stick to the original it's more enjoyable. **Force 68%**

Combat Tribes
● American Technos
A pretty good conversion of the boring arcade beat-'em-up. Sprites are small and undetailed. **Force 47%**

Contra Spirits
● Konami
Released in the UK as Super Probotector. An excellent one- or two-player blaster full of power ups, mindless shooting and alien blasting. Great graphics and FX — a bit light on levels though. **Force 92%**



Cosmo Gang: the Video
● Namcot
Feeble attempt to revamp Space Invaders. Good two-player mode but not much else to offer. **Force 45%**

D-Force
● Asmik
Visually unattractive, but so bad it's almost cool. Pretty sad graphics and loads of pointless Mode 7 make this a cult purchase only. **Force 44%**

Darius Twin
● Taito
One of the original shoot-'em-ups. Now appears dated but there's still some fast, button-fiddling action. **Force 50%**

David Crane's Amazing Tennis
● Absolute
Incredible 3D animation and FX, large sprites and fast pace — needs more variety and a doubles option. **Force 86%**

Desert Strike
● EA
Straight conversion of the classic helicopter-based Gulf War sim with detailed graphics, fast scrolling and addictive gameplay. **Force 87%**

Dinosaurs
● IREM
Great graphics but needs more levels — difficulty option adds variety. **Force 81%**

Dragon's Lair
● Elite
Excellent graphics, dodgy to control at first and damn hard — addictive as hell. **Force 87%**

Drakkhen
● Infogrammes
Plenty of playabilty and depth once you get past the early levels. **Force 80%**

Exhaust Heat II
● Seta
The fastest Mode 7 racer around. Three different car classes and loads of tracks — brilliant! **Force 84%**

Extra Innings Baseball
● Sony
Cutesy one- or two-player baseball sim with excellent gameplay. **Force 87%**

F-Zero
● Nintendo
Futuristic 3-D super-smooth racing game with excellent Mode 7 graphics— fast, brutal and fun. **Force 92%**



F1 Exhaust Heat
● Ocean
Very playable Grand Prix sim featuring sixteen tracks, a one- or two-player option and a battery back-up. **Force 85%**

F1 Super Driving
● LOZC
Japanese version of Aguri Suzuki. Good digitised graphics and special FX — and thankfully it plays better than he drives! **Force 82%**

Faceball 2000
● Teichiku
Converted from the GB to the SNES. Better than average puzzler with plenty of shooting involved. **Force 72%**

Fatal Fury
● Takara
Another in the long line of SF2 clones. This 12 meg scrapper looks cool but is frustrating to play. **Force 65%**

Final Fight
● Capcom
This great conversion of the classic arcade hit is only let down by its lack of two-player option. **Force 79%**

Final Fight Guy
● Capcom
Special edition of Final Fight which comes with free CD and an extra character to choose. Still no two-player option though! **Force 75%**

First Samurai
● Kemco
Good special moves make this an enjoyable challenge. Gameplay can be frustrating. **Force 69%**

Final Fantasy II
● Nintendo
An excellent introduction to RPGs but lacks serious challenge. One for beginners only. **Force 76%**

Formula One Circus
● Nichibutsu
Unconvincing Japanese racer with an overhead view and useless sprites and awful bleepy sounds. **Force 58%**

Gamba League
Japanese version of Extra Innings.

George Foreman's KO Boxing
● Acclaim
Nasty Boxing sim, even the two-player option doesn't save it. **Force 45%**

Geoman Warrior
Japanese version of The Legend of the Mystical Ninja.

Gods
● Mindscape
Tough puzzles and tedious first levels but gameplay gets better. **Force 81%**

Puzzle
Specific games with the emphasis on solving problems using the old grey matter rather than blasting everything in sight — although *Tetris and Bombliss* proves you can successfully combine the two. Sounds a bit heavy but many of the most interesting and addictive SNES games (*Lemmings* and *The Lost Vikings* for example) are puzzlers.

Shoot-'em-up
It all started way back with *Space Invaders* and *Asteroids*. Over a decade later the graphics have changed but the basic format is still the same. The theme is invariably '…the planet has been invaded by evil aliens. Grab a gun/jump in your spaceship and blast everything in sight.' but that doesn't stop the action being fast, furious and very intense.

Sports/Racing
The widest ranging category of them all includes the major sports — golf soccer, American football, tennis, motor racing (technically it is a sport!), baseball, basketball — plus some unusual ones like crazy golf and ten-pin bowling. Playing sports sims is your chance to fulfill those moments you've always dreamed about — like scoring that winning goal in the World Cup final!

Sims/Strategy
The games your mum and dad want you to have! Many a clever gamer has managed to get their parents to buy them a simulation on the grounds that it's 'educational' and '…it will help with my homework, honest.' Strategy games (for example *Populous* and *Powermonger* require a great deal of tactical planning.

Golden Fighter
● Culture Brain
Very annoying fighting game let down by poor the animation and gameplay. **Force 54%**

Gradius III
● Konami
One of the original horizontal shooters and the inspiration behind Parodius. Loads of great weapons and power-ups and super graphics. **Force 87%**

Gun Force
● Irem
Challenging but slow blaster with good graphics. **Force 70%**

Harley's Humongous Adventure
● Hi-Tec Expressions
One of the worst platform games around. We loathed it. **Force 38%**

Hat Trick Hero
Also known as Super Soccer Champ. Amusing but unrealistic football game with two-player option. Good graphics but frustrating gameplay. **Force 86%**

Hole in One
● Hal
A golf game with only one one course? This crazy golf style game is a laugh for a few minutes rapidly becomes boring. **Force 53%**

Home Alone
● T•HQ
Probably the singularly most appalling game on the SNES. Nuff said! **Force 18%**

Home Alone 2
● T•HQ
A vastly improved sequel. Graphics are still a bit sketchy but the gameplay is pretty addictive and some of the puzzles are a real laugh. **Force 65%**

Hook
● Sony
Looks great, sounds great but falls down on playability. **Force 81%**

Human Grand Prix
● Human
If it wasn't for the dodgy controls this would be one of the best racers on the market. Cool two-player split-screen option. **Force 81%**

IREM Skins Game
● IREM
Excellent graphics and playability and a cool two-player option lets you play against mates for cash. **Force 86%**

Jack Nicklaus Golf
● Konami
Good golf sim, but limited number of holes to play. **Force 77%**

Jaki Crush
● Naxat soft
A bit too repetitive, but just imagine playing pinball in an abattoir! **Force 56%**

James Bond Jr
● T•HQ
Unrealistic scrolling, awful sound and nasty animation — stay clear! **Force 43%**

Jerry Boy
● Konami
Japanese version of the weird but excellent platformer Smartball. Brilliant cartoon graphics make this a visual treat. **Force 88%**

Jeopardy
● Gametek
Console conversion of American general knowledge TV quiz show. Needless to say all the questions are about America! **Force 45%**

Jimmy Connors' Tennis
● Ubi Soft
Above-average tennis sim with lots of variation. Slow at first but good fun. **Force 70%**

Joe & Mac
● Elite
Slick animation and smart visuals with a great two-player — levels are a bit samey! **Force 84%**

Joe & Mac 2
● Elite
Don't be fooled by the name this is nothing like the original although it's a very good game in its own right. Great gameplay! **Force 88%**

John Maddens Football
● EA
Terrible conversion of one the best American Football sim ever. Get the sequel! **Force 45%**

John Maddens '93
● EA
Great sound, and good — but small — sprites make this a brilliant one-two-player American football sim. The controls are hard at first but once mastered it's great fun. **Force 90%**



Ka-Blooey
● Kemco
Also known as Bombuzal. Weird puzzler with the emphasis on blowing up bombs and balancing on platforms. **Force 60%**

Kikikaikai
● Natsume
Also known as Pocky and Rocky, this wacky Japanese adventure has bags of character and classic end-of-level guardians. Well worth a look! **Force 85%**

King Arthur's World
● Jaleco
Excellent strategy/puzzler in the mould of Lemmings. Slow to start but lots of in-depth gameplay. **Force 82%**

King of the Monsters
● Takara
Great animation but dodgy music and poor FX mean you'll soon get bored. **Force 70%**

King Of The Rally
● Meldac
Sparse racing game with good graphics but not enough challenge and limited lastability. **Force 65%**

Krusty's Super Fun House
● Acclaim
Humorous gameplay with a good range of puzzles but too repetitive! **Force 82%**

Lemmings
● Sunsoft
Highly addictive strategy game with brilliant graphics and tunes. Over 180 levels to keep you going way into the early hours of the morning. **Force 90%**



Lethal Weapon
● Ocean
Run-of-the-mill shooter with very sad gameplay. **Force 57%**

Magic Adventure
● Bandai
Unusual Japanese game with good graphics but bland gameplay. **Force 77%**

Magic Sword
● Capcom
Probably Capcom's weakest game to date. Looks good but the gameplay is just too slow. **Force 64%**

Mario Paint
● Nintendo
Fun-packed but basic art package for kids. **Force 82%**

Mech Warrior
● Activision
A complicated action and strategy title, atmospheric, moody and sci-fi. **Force 79%**

Mickey's Magical Quest
● Capcom
Superb game with great graphics and enchanting soundtrack. Gameplay is a little easy but can be altered to make the game more interesting. **Force 91%**

Monopoly
● Parker Bros
Bad sound and FX make this poor conversion of the board game very boring indeed — horrible! **Force 25%**

Musya
● Datam
Japanese cart with some nice touches, but nothing to really keep you playing. **Force 60%**

Mystical Ninja
● Konami
US version of Geoman Warrior. Excellent one- and two-player game, with loads of options, great sound and 10 challenging levels — brilliant! **Force 88%**

NBA All-Star Challenge
● Acclaim
Simplistic basketball sim with good graphics and five small sub-games but no match option. **Force 63%**

NCAA Basketball
● Nintendo
Also called Super Slam Dunk this visually stunning basketball sim uses Mode 7 to great effect. Action is a little slow and sparse. **Force 86%**

NHLPA Hockey
● EA
Slightly disappointing conversion of the brilliant Mega Drive Ice Hockey game EA Hockey '92. **Force 81%**

NHLPA Hockey '93
● EA
Updated sequel with improved playability, loads of stats and furious fighting scenes. **Force 86%**

Nolan Ryan's Baseball
● Romstar
Disappointing licence from the best pitcher in the Major League. Plenty of stats but not enough has gone into gameplay. **Force 64%**

On The Ball
See Cameltry

Arcade | Adventure/RPG | Beat-'em-up | Platform

Out of this World
● Interplay
UK version of Another World. A unique combination of textured polygons and sci-fi backdrops make this atmospheric and very addictive. Force 85%

Paperboy 2
● Mindscape
A horrible conversion of a horrible game. Very dated and very poor. Force 33%

Parodius
● Konami
Fun gameplay, excellent graphics and great tunes make this a real laugh — a bit easy though! Force 87%

Pebble Beach Golf
● T&E Soft
Brilliant digitised graphics and simple but responsive controls. Only one course but it's very good! Force 83%

PGA Tour Golf
● EA
The most accurate of golfing sims. Many may find play four rounds in a championship a little boring but hey… that's golf! Force 85%

Phalanx
● Kemco
Unoriginal and frustrating gameplay saved only by clean, sharp graphics. Force 74%

Pilotwings
● Nintendo
Unbelievable graphics and scrolling make this one of the best flight sims around. Eight locations with lots of variation means you just can't stop yourself playing. The ultimate flying game! Force 91%



Pipe Dream
● Kemco
A tricky one- and two-player puzzler high on good graphics but short on thrills. Force 74%

Pit-Fighter
● T•HQ
Awful conversion of the arcade fighting game. Two-player option but difficulty is way too hard. Force 36%

Pocky and Rocky
● Natsume
See Kikikaikai

Populous
● Anco
The king of strategy games. Maybe getting a little long in the tooth but still gives most games of its kind a run for their money. Force 81%

Power Athlete
● Kaneco
Oh no, another SF2 clone, only with graphics a Game Gear would reject! Force 25%

Prince of Persia
● Konami
Stunning graphics and backdrops with great animation and atmospheric music. Twenty levels of action and puzzles make this very addictive — excellent use of a password system! Force 89%

Pro Quarterback
● Tradewest
Visually stunning but ultimately boring American Football simulation. Uses a unusual 3D Mode 7 perspective but plays are too difficult to complete. Force 66%

Pugsley's Scavenger Hunt
● Ocean
Very good sequel to the first *Addams Family* release, boasting incredible graphics and sparkling tunes — not as playable though! Force 85%

Push Over
● Ocean
Domino Rally-style puzzler to blow your brain cells, ported across from the Amiga. Force 76%

Q*Bert 3
● NTVIC
Cool graphics but monotonous gameplay soon gets boring. Force 64%

Race Driving
● ?
One of the worst racing gams of all time. Force 25%

Radical Psyche Racing
● ?
Don't venture anywhere near this gigantic, outrageous pile of doggy do's. Force 26%

Raiden Trad
● Electro Brain
Another arcade blaster featuring a two-player simultaneous option but not much else. Force 65%

Rampart
● EA
Wall-building sim with below average graphics and poor sound — lacks depth and playability. Force 51%

Ranma 1/2
● NCS
Cutesy Japanese Anime beat-'em-up based on popular cult cartoon. A fluffy version of SF2 Weird and wacky but not as good as the sequel. Force 80%

Ranma 1/2 Part 2
● NCS
Excellent and even weirder sequel to Ranma. Great moves and graphics but a little easy! Force 85%

Rival Turf
● Jaleco
Scrolling beat-'em-up with nice graphics but no two-player option and limited controls. Force 55%

Road Runner: Death Valley Rally
● Sunsoft
Superb graphics, fun gameplay with great Warner Bros theme — awkward controls. Force 84%

Robocop 3
● Ocean
Above average backgrounds but bad animation and sprites, make gameplay far too frustrating. Force 48%

Roger Clemens MVP Baseball
● Acclaim
Disappointing baseball sim from the Major League's most talented pitcher. Force 45%

RPM Racing
● Interplay
Off-Road style racer with cool split screen for simultaneous two-player head-to-head challenge. Gameplay is too repetitive. Force 68%

Rushing Beat Run
● Jaleco
Sequel To Rival Turf with improved characters and graphics but not enough variation in gameplay. Force 74%

Sim City
● Nintendo
Excellent city-building sim with colourful visuals and addictive gameplay. Over 1,000 land-forms and three difficulty levels — you'll be playing for ages! Force 88%

Sim Earth
● Imagineer
A strange but interesting 'edutainment' cart. An intellectual and ecologically sound planet simulation. Force 74%

Sküljagger
● American Softworks
This hack 'n' slash piratey affair is too frustrating to be an essential purchase. Force 62%

Sky Mission
See Blazing Skies

Smart Ball
● Konami
US version of Jerry Boy. Masses of power-ups, colourful visuals and an enormous playing area in this cute platform adventure — very addictive but a little bit easy. Force 87%

Sonic Blast Man
● Taito
Active animation and colourful backdrops but too repetitive to provide a lasting challenge. Force 69%

Soul Blazer
● Enix
This wacky sequel to Actraiser looks great but is far too simple. A great introduction to arcade-style RPGs but it shouldn't take more than a week or so to finish it. Force 84%

Spanky's Quest
● Natsume
Platform-based arcade action starring an ape. Work your way through he endless levels (armed only with an unlimited supply of balls!) looking for keys — fun but limited lastability. Force 75%

Spiderman and the X-Men
● Acclaim
A real disappointment considering how good Spidey on the MD was. There's plenty of variety in gameplay but there's simply not enough action. Cool Guns and Roses style theme tune but not much else. Comics fans only. Force 75%

Spindizzy Worlds
● ASCII
A unique 3D puzzle game for advanced game fiends. Lots to do but gameplay can become frustrating. Force 82%

StarFox
● Nintendo
Japanese version of visually impressive space-based 3D shooter featuring new SFX chip. Not as good as we hoped — and a little on the easy side — but still a great gaming experience. Not to sure about the hefty price tag though. Force 85%

StarWing
Official UK version of StarFox.

Strike Gunner
● NTVIC
A limited-appeal blaster with simultaneous two-player option but far too easy! Force 63%

Puzzle | Shoot-'em-up | Sports/Racing | Sims/Strategy

Street Fighter II
● Capcom
The best beat-'em-up ever! Huge 16-meg cart boasting awesome graphics and incredible long-lasting playability. The only fault is the minor control problems — some of he special moves take a while to master but once you sort this ot the game is only limited by your own skill.
Force 96%



Super Action Football
● Nintendo
This innovative American football sim uses an unusual slanted perspective in attempt to capture the thrills 'n' spills of NFL action. Unfortunately it only succeeds in giving the action a disorientating feel. Still a pretty good game though not in Maddens' class.
Force 77%

Super Adventure Island
● Hudson Soft
This fruit collecting arcade classic has been around for years but still plays and looks good. Good graphics and a wicked soundtrack let down by frustrating gameplay. **Force 84%**

Super Aleste
● TOHO
A fast vertical shoot-'em-up that's really rather nice and detailed. **Force 78%**

Super Bases Loaded
● Jaleco
Also known as Super Pro Baseball. Sketchy baseball sim with an un-finished look to the graphics — good gameplay but lacks presentation.
Force 45%

Super Batter Up
● Namco
Definitely no picture to look at but get past the sketchy pain-by-numbers graphics and this is one of the better baseball sims. Quick and responsive with plenty of good gameplay.
Force 83%

Super Battletank
● Absolute
A far too basic tank sim launched on the back of the Gulf War. Superb graphics but the controls are frustrating and the constant flicking between map screens to find your location drives you crazy. **Force 57%**

Super Bowling
● Technos
A good four-player cartoon-style ten-pin bowling sim with a real raunchy rock 'n' roll soundtrack. Fun with friends but boring on your own. Once you master the right place on the lane you can score a strike every time.
Force 70%

Super Cup Soccer
● Jaleco
Also known as Super Goal. Easy to play one- and two-player side-on soccer sim lacking variety and realism — there are no yellow or red cards!
Force 72%

Super Double Dragon
● Tradewest
Traditional rough 'n' ready sideways scrolling beat-'em-up Graphics and FX are bland but gameplay is fun especially for two. **Force 70%**

Super Dunkshot
See NCAA Basketball

Super Fire Pro Wrestling
● Human
Hilariously bad to the point of almost being good simultaneous four-player multi tap wrestling game. **Force 45%**

Super Formation Soccer
● Human
Slightly inferior Japanese version of Super Soccer. Slick 3D footie sim with great graphics. One- and two-player option plus two players simultaneously against the computer. Choice of exhibition match or World Cup and a good variety of players each with individual attributes. Moves are a little limited and this version has no yellow cards or penalty shoot out option.
Force 84%

Super Goal
See Super Cup Soccer

Super Ghouls 'n Ghosts
● Capcom
Classic arcade action that still stands the test of time. Very challenging and occasionally sluggish — a real test of your skills. **Force 89%**

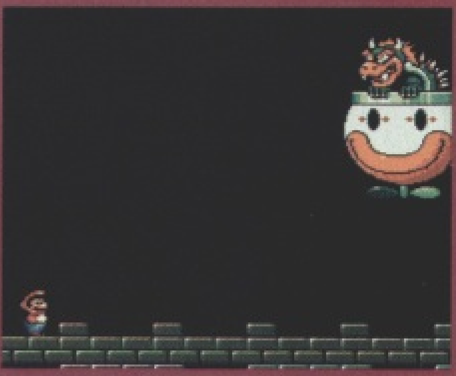
Super Kick Off
● Anco
Overhead very fast football game with zillions of options — poor scrolling leads to frustrating gameplay.
Force 76%

Super NBA Basketball
● Tecmo
Brilliant official NBA basketball game with slick scrolling, incredible fast pace and great controls. The best five-on-five game available.
Force 88%

Super Mario Kart
● Nintendo
The best racing game ever! Yes, Mario and the gang are back in an incredibly-addictive karting game. There are three difficulty settings, one- and two-player options pus a choice of Grand Prix, Battle or Time Trial. Non-stop fun but maybe a bit limited for solo drivers.
Force 90%



Super Mario World
● Nintendo
Mario's first SNES adventure is packed with 96 levels to explore and masses of tricky puzzles to solve, bonus rooms to find and special worlds to conquer. Superb cute graphics, brilliant theme tune and the best playability ever — recommended to everyone.
Force 95%



Super Off-Road
● Tradewest
Race off-road trucks around indoor circuits filled with hazardous obstacles. Prize money is awarded depending on position and there are plenty of upgrades to buy and different levels but repetitive gameplay gets boring.
Force 51%

Super Pang
● Capcom
This bubble-bursting arcade conversion pits a boy and his gun against ever increasing quantities of bubbles. The aim is to blast the lot and grab the power-ups before moving onto the next level where things get even tougher. Great gameplay but no two-player game. Highly addictive.
Force 86%

Super Play Action Football
● Nintendo
Disappointing American football sim considering how brilliant Nintendo's other releases have been. All 28 NFL teams are here, plus College and High School teams. Features three different control systems depending on difficulty and some cool moves but is missing vital ingredients in the gameplay department. Could've been wonderful. Oh well... **Force 77%**

Super Pro Baseball
See Super Bases Loaded

Super Probotector
See Contra Spirits Also known in US as Contra III

Super R-Type
● IREM
One of the first four UK Pal Super Nintendo releases and it's easy to see why. This highly addictive sideways-scrolling space-age blaster has loads of power-ups, great graphics and sound and a nice and tough difficulty setting. **Force 83%**

Super Smash TV
● Acclaim
Gruesome blaster based on futuristic Running Man style quiz show where the aim is to kill or be killed.Slick and sharp presentation with great sampling and music make this action-packed arcade conversion addictive as hell. Firing controls are a bit tricky at first as each of the four buttons fires in a different direction but this doesn't take too log too get to grips with.
Force 87%

Super Star Wars
● JVC
One of the best shoot-'em-ups of all time and a total gaming experience. From the second the amazing movie-style introduction and stunning theme tune starts up you're hooked. A top-notch game that is instantly addictive. Brilliant visuals, brilliant FX and it is so simple to play it's unbelievable. The only problem is that it's not too difficult to complete but even so you won't be able to stop going back for another go. Definitely has to be seen (and heard!) to be believed. **Force 92%**



Arcade | Adventure/RPG | Beat-'em-up | Platform

Super Soccer Champ
See Hat-Trick Hero

Super Strike Gunner
● NTVIC
Very easy up-the-screen space-based shooter that takes about an hour to complete. No lastability at all.
Force 55%

Super Swiv
● Storm
Great graphics packed with detail but mega-tough gameplay and no continues is very frustrating. Two-player simultaneous game is much more playable. Force 78%

Super Tennis
● Nintendo
Loads of options to choose from including an excellent two-player mode. With good cartoon-style graphics, above average FX, and one of the most playable control systems ever, this tennis sim is very addictive and very realistic. One of the best sports games ever. Force 88%

Super Tetris 2 + Bombliss
● BPS
Straight conversion of the fiendishly addictive Tetris. Graphics are nothing special but the gameplay is superb as ever. Bombliss is a great game in its own right and combining the two is a great value for money cart if you're a fan of classic puzzlers. Force 85%

Super Valis
● Telenet
Another in a long line of samey Japanese platformers. Graphics and backgrounds are cute but gameplay is unchallenging. Force 60%

Terminator
● Mindscape
Boring and frustrating licence that promises so much and delivers very little. Despite a good intro sequence, atmospheric visuals and digitised movie stills once you get to the action the gameplay falls flat. Levels are huge but it's very hard and quickly becomes frustrating, annoying and then boring.
Force 55%

Test drive II
● Accolade
Realistic sports car challenge against computer. There's a choice of four classic sports cars and a great in-the-cockpit view. The aim is on realism so you really get a feel for speed. There are a number of highways to race on and a few nice touches like flies splatting on the windscreen and the grumpy cop who arrests you for speeding. But lacks excitement.
Force 78%

The Hunt For Red October
● Hi-Tech Expressions
Limited and almost unrecognisable Super Scope conversion of the popular submarine suspense movie starring Sean Connery and William Baldwin. Dodgy graphics and uninspiring gameplay make sure this sinks rather than swims.
Force 55%

Tiny Toons
● Konami
Visually stunning cartoon platformer starring the Warner Bros gang. The dash control takes a while to get used to but once mastered is brilliant. The sub-games are superb — there's even a mini American football game — but the fun finishes far too quickly. A joy to play and a brilliant laugh but too easy!
Force 87%

The Rocketeer
● IGS
Poor Disney licence of a very bad film. In the early rounds the action consists of racing a plane around in circles against computer controlled opponents but later goes onto include beat-'em-up sections. Gameplay lacks excitement and challenge — the graphics are passable but that's about it.
Force 45%

Thunder Spirits
● Seika
Another in a long line of samey Japanese shooters. Decent graphics but nothing in the gameplay department to stimulate interest.
Force 65%

Tom and Jerry
● Hi-Tech Expressions
A god-awful, lifeless conversion of a classic cartoon. Some really good graphics but the annoying control system makes gameplay really frustrating . Force 44%

Top Gear
● Kemco
Also known as Top Racer in Japan, this is one of the great racing games of all time. Four cars, loads of tracks and super gameplay make sure you'll be playing under the chequered flag comes down . Force 88%

Turtles In Time
● Konami
Great visuals with rockin' sounds and speech. Fun to play but lacks challenge and variety.
Force 75%

Ultraman
● Bandai
Seasoned Japanese beat-'em-up which looks pretty out of date these days. Some good touches but otherwise lifeless
Force 51%

UN Squadron
● Capcom
One of the earliest Capcom classics this impressive arcade-style plane-based shooter still stands the test of time pretty well. It was a major hit on the Super Famicom and it's going strong to this day. There are plenty of weapons, loads of enemies and impressive graphics, unfortunately it suffers badly from 'slow down ' when there is plenty of action on-screen. A good challenge nonetheless.
Force 83%

Waialae Country Club
● T&E Soft
Graphically impressive but plodding golf sim over one of the world's most spectacular and unforgiving courses. The scenery takes your breath away but the gameplay is just to slow
Force 76%

Warp Speed
● Accolade
Cool looking spaced-based blaster with very impressive use of Mode 7. Gameplay is slow as you fight enemies one-on-one rather than blast it out wit a whole fleet. Maybe a bit dated but still enjoyable.
Force 75%

Wheel Of Fortune
● Gametek
American Hangman-style TV quiz game that's a laugh for a group but tiresome for the single player. The highlight for many is the digitised Vanna White but even she can't save the show.
Force 37%

Wing Commander
● Mindscape
An excellent intergalactic fighting adventure with stunning visuals, oodles of missions and space scum to blow away. Graphics can be a bit dodgy and there is some slow down when the action gets really hot — still a tough challenge. Force 84%

World Class Rugby
● Imagineer
Unusual but enjoyable cartoon rugby union sim released on the back of the popularity of the World Cup. The control system is a little awkward and unrealistic but good fun nevertheless. An excellent attempt at console rugby.
Force 78%

Wordtris
● Spectrum Holobyte
A strange and disappointing twist to Tetris. Matching letters instead of blocks doesn't work anywhere near as well. Whereas the original Tetris was fast, compulsive playing this is nowhere near as addictive and playable. Force 45%

WWF Wrestlemania
● Acclaim
A good arcade conversion capturing all the thrills and spills of WWF wrestling. All the WWF legends are featured — Hulk Hogan, Randy Savage, The Undertaker etc. Tough at first with a lot of button prodding — limited for one.
Force 83%

X-Zone
● Kemco
Another SuperScope game, and easily the best of a *very* bad bunch. The aim of this shooter is to overcomes the defences of a computer that's gone out of control. Force 61%

Xardion
● Asmik
Boring Jap blaster with some neat graphics but just not fast enough. The highlight is the smooth scrolling and the Contra-type gameplay although this raises it to a just-above-average status.
Force 60%

Zelda 3 : A Link to the Past
● Nintendo
A superb and unsurpassed RPG with great effects and 3-D maps. The graphics aren't spectacular but the rivetting gameplay and the challenging but not overpowering puzzles make this one of the best games ever.

Easy to get into, very hard to get out of and even harder to complete. Without a doubt the best RPG ever — can't wait for the sequel!
Force 93%



Call us crazy but we'll be updating The Guide next month (and every month after). That means more games, more ratings and more reviews. Don't miss it.

Puzzle · Shoot-'em-up · Sports/Racing · Sims/Strategy

Hold the front page

Imagine for a moment how a magazine like the one you are reading now pulls itself through from an idea to a launch issue.

For SNES FORCE the wheels started turning around 12 weeks ago when all the staff were put into place. Around a week later software producers and newsagents — two very different groups who both need to know — were told that our launch would be June 10th 1993.

From a commercial point of view the most important page of any magazine is the first one — the cover.

The reason is straightforward – the cover must be engaging enough to stimulate curiosity. You reading this article now is proof enough that covers are important.

Our intended premiere cover was *Terminator 2* from Acclaim Entertainment. SNES FORCE was fortunate enough to secure the European exclusive review of this long-awaited movie licence in the face of aggressive advances from a number of other magazines.

With only two weeks left until launch it became clear that although we had full clearance to review *Terminator 2*, Acclaim were going to find it almost impossible to supply us with a complete working cart.

Acclaim are not known for breaking promises and we must thank our contact — Larry Sparks — for doing everything he could to help get us a review copy.

The version of the game Acclaim would have reluctantly let us review was around 95% complete. It only lacked incidental music and some level intro sequences.

So yes, we could have reviewed it. But there would have quite simply been no point.

It's not unusual to wait the best part of three months before a completely finished game hits the shops. The timescale on incomplete games is determined only by factors beyond everyone's control.

The *Terminator 2* review we eventually feature will be like every other SNES FORCE treatment. It will be objective, fair and thorough. There will be no qualification or apology surrounding the score and everyone, including Acclaim, will know where they stand.

Our eventual cover is the trailer to 12 pages of coverage dedicated to *Alien³* — also from Acclaim. Unlike *Terminator 2*, it is in the shops now.

If you want us to demonstrate our commitment to reviewing games properly, take a hard look at our extended treatment of this superb game.

Other magazines have scraped the surface of *Alien³*. Now you can journey with SNES FORCE, and Sigourney Weaver, to its very core.

As you read this, we will have just returned from the Consumer Electronics Show in Chicago. There we will have picked up more news on Nintendo CD. We can't tell you what it is yet — because we don't know. We've no intention of pretending to know either.

What we do know is that we have 100 pages of our second issue to fill.

We hope you'll stay with us on a ride that's only just begun. This is SNES FORCE.

Chris Rice is the editor of SNES FORCE

The second issue of SNES FORCE is on sale 12th July at all good newsagents. £1.95 secures you some Street Fighter II stickers, a paperback book and — most importantly — the magazine.

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Here's Toby









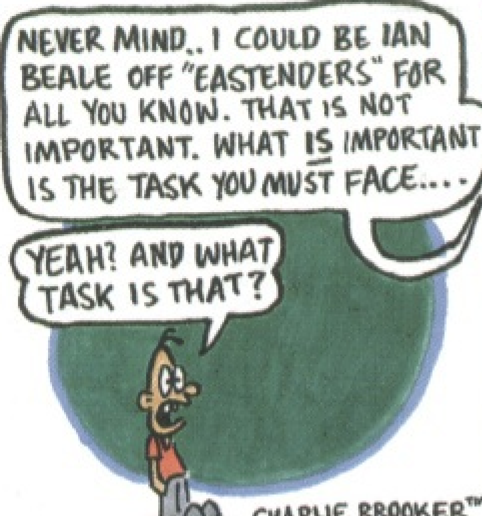






















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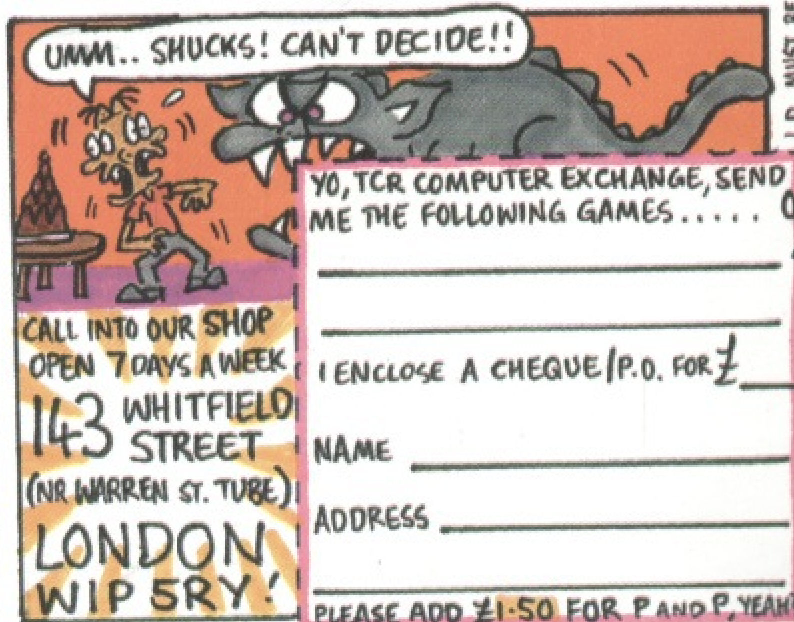
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